



## **AdeptiCon Warhammer 40,000 Tournament Rules FAQ**

### **Version 1.1**

*Last Updated 2/23/07*

*In addition to the latest officially published US Games Workshop FAQ's (available for download online at <http://us.games-workshop.com/errata/errata.htm>), the following FAQ will be used for all Warhammer 40k tournaments at AdeptiCon. These two FAQ sources make up the official answers to unclear rules questions that may arise during the course of AdeptiCon tournament play. The purpose of this FAQ is to let our diverse attendee base understand what to expect at AdeptiCon as far as rules interpretations go. The answers in this FAQ may not always follow the exact "rules as written", but rest assured that every effort has been made to make the rulings below assist in providing a smooth and coherent gaming experience. While not official in any way outside of AdeptiCon, we feel that a good faith effort has been made on our part to bandage a serious flaw that currently exists within the hobby, especially the competitive tournament scene. As such, gamers and groups are free to reference this FAQ for their own personal use. (We in fact did the same with other resources by pulling questions and answers from other reputable web works and solicited feedback from the 'net 40k community in general. Credits and kudos go to Yakface and the YMDC folks at Dakka Dakka as well as similar efforts from Warseer.com, Librarium Online, and a host of others that helped us get a baseline of questions to answer.) At the end of the day, however, it is important to remember that the game of tabletop miniatures is meant to be fun. While a FAQ such as this can help clarify unclear situations and help to provide standards and guidelines, it is not a replacement for common sense or good sportsmanship.*

*As an attendee of AdeptiCon 2007, if you have a 40k rules question that you feel should be FAQ'ed in advance, please email your query for consideration to [awc\\_nfp@yahoo.com](mailto:awc_nfp@yahoo.com)*

*One final note: As this FAQ may be updated frequently prior to AdeptiCon, please make sure that you are familiar with the most recent version. If Games Workshop releases future official FAQ rulings that apply to any of the questions below, GW's answer will supersede the AdeptiCon answer and the AdeptiCon FAQ will be updated accordingly.*

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## Numerical Legend

**X.Y.Z** where:

**X=Logical Section**

**Y=Question Number**

**Z=Revision Number**

## 1.0.0 AdeptiCon Specific Rules Clarifications (*Last Updated 2/23/07*)

### 1.1.01

Q: Will the newly released Dark Angels Codex rules be in effect and required for Dark Angels players to use?

A: Yes.

### 1.2.0

Q: Are any of the following rules/army lists legal in the AdeptiCon 40k tournaments: Abhuman Imperial Guard doctrines, Relictors, or Ork Clanz?

A: All of the above are legal.

### 1.3.01

Q: Page 81 says: “*Your opponent cannot normally inspect your army roster, including asking you what is in each transport vehicle*”. However (harking back to the embarked passenger questions) the Ork FAQ (ver 4.0.1) implies that passengers (at least in this instance) on open-topped vehicles need to be physically placed on the vehicle model. Are armies using open-topped vehicles required to disclose what units are embarked on each vehicle?

A: AdeptiCon requires full disclosure of all army lists before the game including such things as wargear and transport contents, regardless of open topped or closed topped.

### 1.4.0

Q: Can Special Characters present on Games Workshop's UK website be used in AdeptiCon 40k tournaments? (i.e. Solar Macharius, Nork Deddog, Anghor Prok, Red Terror, Old One Eye, and Death Leaper)

A: Yes to all of the above. Gaunt’s Ghosts Extra Characters are not permitted, however.

## 2.0.0 General Rules Clarifications (*Last Updated 2/23/07*)

### 2.1.0

Q: Page 25 says: “*Sometimes, a unit will only be partially in cover. . .If there are more models that can be hit in cover than there are outside it, then the unit may make Cover Saves for the entire unit.*”

The rules, however, do not tell us what to do when a unit has models in different pieces cover with different cover saves. For example, say a unit of ten models has three models in a piece of 4+ save terrain, three more models in a piece of 5+ save terrain and four models out in the open. What cover save (if any) does this unit use?

A: Determine eligibility for cover saves as a whole unit. Majority cover saves take effect. If no cover save is in the majority, use the worst available cover save. In the example given, this would mean that the unit is eligible to take cover saves of 5+.

### 2.2.0

Q: Must skimmer models that become immobilized or destroyed be removed from their flying base?

A: Yes.

### 2.3.0

Q: Do the clear plastic “flying bases” provided with some vehicle models count as a “base” as described throughout the rules?

A: Models with an Armor value that use “flying bases” consider their base to be the dimensions of the model itself. Do not use the bases for measuring movement, range, or assault purposes.

### 2.4.01

Q: Using actual line of sight, can you shoot at enemy units through the legs of a vehicle with a base such as a sentinel, dreadnought, or monstrous creature?

A: No, this type of “sniping” is not allowed. Line of sight may not be drawn through gaps on size 3 models that are enclosed on all sides by the model, its base or the table. This naturally includes areas between a model’s legs or under a vehicle’s tracks/wheels.

### 2.5.0

Q: Can a larger tank behind a smaller tank see over it?

A: Yes. The only times you use the height categories are when you are trying to draw line of sight over either Area Terrain or an ongoing combat. If you are not shooting over Area Terrain or an ongoing combat, then you always use actual Line of Sight, and the height categories are irrelevant. Remember that you draw line of sight from a vehicle directly from the weapon mount.

### 2.6.0

Q: If a unit contains models with differing Leadership values which one is used for Leadership tests? Can the owning player choose which value to use?

A: The highest available leadership within the unit is used.

### 2.7.01

Q: Can a Narthecium or Medi-pack be used in both players’ turns or just once per game turn?

A: See GW FAQ, 40K Rulebook, p1.

### 2.8.0

Q: Do units out of line of sight count as viable targets for Target Priority checks?

A: No.

### 2.9.0

Q: Some units are comprised of normal sized models (size 1&2) and large models (size 3) that are not Independent Characters (and are therefore not targeted separately with shooting). Examples include Tomb Spydres/Scarabs, and Hive Tyrant/Tyrant Guard. Are units such as these treated as a “Large Target” for target priority?

A: Yes.

### 2.10.0

Q: Page 24 seems to make a distinction between a model getting “no save at all” (from a weapon with an AP equal to, or lower than, its armor save), and a “failed save” (getting a saving throw roll, but then not making the needed roll). However, some pieces of wargear (Narthecium) and basic rules (“Instant Death!” on page 27) use the term “failed save”. Is a model getting “no save at all” the same thing as a “failed save”?

A: Yes.

### 2.11.0

Q: Page 25 says: “*Sometimes, a creature will have a normal Armour Save and a separate Invulnerable Armour save. . .*” and: “*Sometimes a unit will contain models with a mix of different Armour Saves and Invulnerable Saves. This complex situation is explained on page 76.*” Is an Invulnerable Save considered an “Armor Save” for determining whether or not to use the Mixed Armor rules? For example, would a Space Marine unit (3+ Armor Saves) with a Chaplain (3+ Save/4+ Invulnerable Save) follow the Mixed Armor rules for wound allocation or would they follow the basic Armor Save/Casualty Removal rules on pages 24-27?

A: Follow the basic Armor Save/Casualty removal rules.

### 2.12.0

Q: Page 24 states: “When a unit takes a number of wounds from an enemy unit shooting at it, you begin by removing all models that do not get a Saving throw and then roll all other Saving Throws together.” If a unit consists of models with one type of normal Armor Save and some models have additional Invulnerable Saves, and that unit suffers a wound that does not allow a normal armor save, is it possible for the owning player to allocate that wound to the model with an Invulnerable Save? For example, say a unit that consists of five Space Marines (3+ saves) and a Chaplain (3+ save/4+ Invulnerable Save) takes an AP2 wound.

A: Yes, you may allocate the AP2 wound as you wish, as all models have the same armor save but you may not allocate multiple wounds to a single model until all other models in the unit have either taken a save or been removed as a casualty.

### 2.13.0

Q: Page 26 details a forced armor save the opponent must take if a unit suffers as many wounds as it has models (aka “Torrent of Fire”). The rules seem to indicate that this armor save is taken before any other armor saves (“*Other saves are then taken as normal*”). When dealing with the mixed armor rule, is this wound resolved before allocating the rest of the wounds to the different armor types, or is this wound included as part of the mixed armor allocation?

A: Resolve the “Torrent of Fire” wound before moving on to using mixed armor rules. Note that this could potentially affect what the majority armor save in the unit is.

### 2.14.01

Q: The rules regarding casualty removal and creatures with more than one wound (page 27) are rather vague. A number of questions arise:

A) The rules state: “*When a unit contains several multiple-Wound models. . .*” What exactly constitutes “several”? More than one or more than two (both are valid definitions of the word)? Does this definition apply to units who are joined by two or three Independent Characters with multiple wounds, or only to units that start the game that way?

A: [More than 1 model with multiple wounds.](#)

B) Regarding said units, the rules state: “*you must remove whole multiple-Wound models from the unit as casualties where possible – wounds may not be ‘spread around’ to avoid removing models.*” What exactly does “where possible” mean? Does this principle apply from multiple enemy units’ firing? For example, Say a brood of Ripper Swarms takes a single bolter wound from Space Marine unit ‘A’, and another single wound from unit ‘B’. Since it is impossible to (currently) remove a casualty, is the player forced to allocate the second wound onto the already wounded Ripper’s base? In other words, does the owning player always have to be ‘building towards’ removing a casualty by placing wounds on an already wounded model?

A: [Yes. The owning player must attempt to build towards removing a casualty.](#)

C) Regarding removing “whole” models, when a multiple-wound unit (that already contains a wounded model) suffers a wound that will cause instant death, is the owning player compelled to put it on an unwounded (whole?) model or can they choose to place it on the already wounded model?

A: [The player may choose to put the wound on an already wounded model. Wounds that would cause instant death must always be applied first in any case.](#)

### 2.15.01

Q: Instant Death and Vulnerable to Blasts – which takes precedence? For example, what happens when you shoot rippers with a Plasma Cannon?

A: [See GW FAQ, 40K Rulebook, p4.](#)

### 2.16.0

Q: Page 30 says: “*Models whose bases are partially covered by the marker are hit on a D6 roll of 4 or more, models whose bases are completely covered are hit automatically.*” If a model is so large that the blast cannot possibly cover their base can the model possibly be automatically hit?

A: [In the event that a model’s base is larger than the blast marker they are hit by, if 100% of the blast marker covers the model in question’s base, then it is a full hit. If less than 100% of the blast marker covers the model in question’s base, then it is a partial hit.](#)

### 2.17.01

Q: A skimmer moving fast is hit by an AP1 weapon. Can it be penetrated?

A: [See GW FAQ, 40K Rulebook, p3.](#)

### 2.18.01

Q: Vulnerable to blast on vehicle squadrons – what happens when an open topped vehicle is hit by a template, but only one vehicle is under the template? Can multiple damage results be applied to the squadron or just the one affected vehicle?

A: [See GW FAQ, 40K Rulebook, p4.](#)

### 2.19.0

Q: Can Fearless units traveling within a transport be Entangled?

A: Yes.

### 2.20.0

Page 71 says: “*Whilst vehicles can be assaulted by infantry, they cannot be Locked in close combat by them, so when the vehicle’s player turn comes around it can simply drive off (unless damage prevents it).*” Do models engaged with non-WS vehicles get to attack in the opponent’s turn if the vehicle does not move away (due to damage or by choice)?

A: No.

### 2.21.01

Q: If a unit in a multiple combat cannot pile any members in to base contact with an enemy model, does it still count as engaged? If not, does it consolidate?

A: See GW FAQ, 40K Rulebook, p2.

### 2.22.01

Q: Regarding rapid fire weapons:

A) The range of a rapid fire weapon is defined in its profile. However, page 28 states that Rapid Fire weapons can: “*shoot twice at targets up to 12 [inches] away.*” The word “target” in 40k means “target unit”, so if a model with a Rapid Fire weapon moves and fires at a target unit within 12”, up to what range can the defending player remove casualties from this weapon? At the “range” of the weapon (typically 24 or 30”), or is the 12” limitation the de facto “range” that turn?

A: The effective range becomes 12” for that turn for casualty removal purposes.

B) Page 28 states: “*Models **carrying** rapid fire weapons that wish to charge into close combat in the Assault phase may not fire in the Shooting phase. . .*” This means a model armed with a Rapid Fire weapon may not charge if it fires **any** type of weapon (such as with a secondary pistol). As long as it is carrying the Rapid Fire weapon it cannot then charge.

This doesn’t seem correct. Should the rule actually state: “*Models that **shoot** with rapid fire weapons may not charge into close combat on the same turn.*”?

A: Yes. Models that shoot a rapid fire weapon may not charge.

C) Is a model with a Rapid Fire weapon allowed to fire only once at a target within 12” instead of twice (say, to avoid “Gets Hot”)? The rules don’t seem to allow that action, but apparently a foreign language version of the rulebook clearly states it is allowed.

A: Generally, a rapid fire weapon fires 1 time at targets greater than 12” but less than 24" (if stationary) or 2 times at targets within 12”. In the specific circumstance where a player with a *stationary* unit firing at a unit that has target models both more than 12" away and closer than 12" away, the shooting player may choose whether to fire the rapid fire weapon once, to remove models more than 12" away at the opposing player's discretion, or twice to remove models less than 12" away.

### 2.23.01

Q: Regarding Ordnance Weapons:

A) The main rules text for Ordnance weapons (page 28) does not contain any reference about how (or if) models are hit by Ordnance weapons. The blast weapon special rules (page 30) even state that ordnance weapons **do not** follow the same rules as blast weapons. However, the “Quick Reference Sheet” in the back of the rulebook seems to indicate that Ordnance weapons do follow the same rules for causing hits as blast weapons: models fully underneath the marker are automatically hit, while models partially underneath the marker are hit on a 4+. Is this correct?

A: [Yes; use the Blast weapon rules.](#)

B) Page 29 states: “Scatter rolls can take the Blast marker beyond range or out of sight, representing the chance of ricochets, the round blasting through cover and other random chance.” However the casualty removal rules on page 26 say: “The owning player can choose to remove any models from the unit, provided they are within the line of fire and range of the attacker’s weaponry.” Assuming “line of fire” means “line of sight”, it is clear that an Ordnance blast can scatter and hit models out of line of sight. However, is the owning player allowed (or compelled if there aren’t enough models in line of sight) to remove models from the unit that are out of line of sight/range from the shooting unit?

A: [See GW FAQ, 40K Rulebook, p1.](#)

### 2.24.01

Q: The “Quick Reference Sheet” in the back of the rulebook states: “Firing Ordnance or Barrage weapons: 1. Place Blast Marker so that the blast marker’s hole is centered on an enemy model.” And: “Firing Blast Weapons: 2. Roll to hit. If a hit occurs place the blast marker so that the blast marker’s hole is centered on an enemy model, within range and line of sight.” Does the hole of a Blast/Ordnance marker have to be **directly** centered over an enemy model, or can it be placed anywhere over the target model? For example, if firing a blast weapon at a unit, do I have to place the Blast marker directly over an enemy model’s base where I will only hit a single model, or can I move the marker a bit to the side (although keeping the center hole over the model’s base) so that I now partial two other enemy models in the unit?

A: [See GW FAQ, 40K Rulebook, p1.](#)

### 2.25.0

Q: Page 30 says: “If the unit is firing multiple blast weapons, just place one marker after another, resolving casualties from each blast before placing the next.” How does one account for the forced wound allocation rule (“Torrent of Fire” on page 26) which requires a total number of hits or wounds be determined on the target unit before moving onto the next step of the shooting process?

A: [Resolve normal shooting attacks from the attacking unit \(if any\) first along with the first template/blast. “Torrent of Fire” wound checks may be forced at this time. Determine eligibility for additional “Torrent of Fire” forced wound allocations for any additional templates/blasts separately. This could potentially cause a unit to take multiple torrent of fire checks from a single unit.](#)

### 2.26.0

Q: Page 30 says: “If you roll a 1 to hit, the weapon has overheated and injured the model firing it.” The Instant Death rules on page 27 say: “If a creature is wounded by **something** which has a Strength value of double their Toughness value or greater and fail their save, they are killed outright. . .” Does a model which suffers a “Gets Hot” result caused by firing a weapon whose Strength is at least double it’s Toughness suffer Instant Death if it fails it’s saving throw? For example, say an Inquisitor Lord (Toughness 3) suffers a “Gets Hot” result from his Plasma pistol (Strength 7) and fails his armor save. Is he removed as a casualty due to Instant Death or does he suffer only a single wound?

A: [A single wound would be taken as the wound from the “Gets Hot” is a special rule that does not wound based on Strength.](#)

### 2.27.0

Q: Should the Sniper Weapon rules specify that all sniper weapons also have the “Pinning” effect (as the “Pinning Weapon” rules text seems to imply)?

A: Yes

### 2.28.0

Q: Do troops pile in on the same turn they are consolidated into?

A: No.

### 2.29.01

Q: The charging rules provide a list of guidelines that must be followed when moving charging models (page 37). These restrictions force a player to move charging models to particular locations (to get within base contact of enemy models, for example). If, while partially finished moving a charging unit, a player finds that to fulfill the charging restrictions will force a charging model through difficult terrain (up until this point no charging model has moved through difficult terrain), what option should the player follow?

- A) A difficult terrain test is immediately taken, and retroactively applied to the charging models that have already been moved, including the possibility the charge having failed (and the charging models moved back to their original location).
- B) The player should continue the charge but cannot move any of his models into/through the difficult terrain despite the charging restrictions.
- C) Some other option.

Answer: See GW FAQ, 40K Rulebook, p2.

### 2.30.01

Q: The first two paragraphs of the assaulting a unit in cover rules (page 39) seem to imply that the unit being attacked actually has to be in or directly behind some sort of cover. However, the third paragraph says: “*If, before any assaulting models are moved, a direct line passes through the cover then it is assumed to be enough of an obstruction to count.*” This sentence is confusing. When an assaulting model’s direct line crosses over a piece of intervening terrain, does the defender get the cover bonus regardless of how far he actually is from the cover?

A: When dealing with a piece of intervening terrain, if the attacker can fully fit its base between the intervening terrain piece and the defender, the defender does not get the cover bonus.

### 2.31.0

Q: Page 37 says: “*You may not move models within 1 [inch] of enemy models from any unit they are not charging.*” If two units are interspersed in a way that it is impossible to get into base contact with a model in either unit without coming within 1” of a model from the other unit (this is easily possible if all the models in both enemy units are in base contact with each other), can a single model or unit still initiate this charge?

A: Yes.

### 2.32.01

Q: Assaulting multiple units – do you have to completely engage the primary target before moving onto secondary targets or do you need to just engage at least one model in the primary target before moving onto the secondary target?

A: See GW FAQ, 40K Rulebook, p2.

### 2.33.01

Q: Master crafting a close combat weapon – does the re-roll work during each player’s turn or just once during the game turn?

A: See GW FAQ, 40K Rulebook, p1.

### 2.34.0

Q: Page 39 says: “*After the first round of close combat, fighting is assumed to have swept into the cover, so no further advantage is gained by models in it.*” If a combat within cover lasts several turns, and a new enemy unit charges into cover for their “first round” of combat, does the defending unit get the cover bonus (if they allocate their attacks at the charging unit)? Or does the fact that the combat already existed mean that it cannot be considered the “first round”.

A: It is no longer the first round of combat for the models already in cover (and they are likely distracted by the other foes they are already fighting), so no further benefit is gained.

### 2.35.0

Q: Page 43 says: “*To decide who has won the combat, total up the number of wounds inflicted by each side. . . Note that wounds which have been negated by Armor Saves do not count, nor do wounds in excess of a model’s Wound characteristic, only wounds actually inflicted.*” When a model suffers Instant Death in close combat do all of their remaining wounds count towards combat results, or just the one wound that actually inflicted Instant Death?

A: All remaining wounds at the time of death count towards the combat results.

### 2.36.0

Q: Page 44 says: “*At the end of each Assault phase, models in units that were locked, but which are not themselves engaged in combat, MUST move up to 6 [inches] in an attempt to contact enemy that were in the same combat.*” However, the Assault Phase Summary on page 36 indicates that Pile-In moves are made before resolving other close combats in that same Assault phase. Which is correct? Are Pile-In moves made at the very end of the Assault phase, or are they the last step of each individual combat, before moving onto the next?

A: Last step of each individual combat, so it may be prudent for the player whose turn it is to choose carefully which combats they want to resolve first.

### 2.37.01

Q: Page 45 says: “*Models in base contact with the enemy must allocate their attacks against a unit they are in base contact with.*” The rule isn’t entirely clear on the matter: If a model with multiple attacks is in base contact with enemy models from two (or more) units, is he allowed to split his attacks between the units, or must he direct all of his attacks against a single unit?

A: See GW FAQ, 40K Rulebook, p2.

### 2.38.0

Q: Page 46 says: “*A model might be equipped with more than one type of special close combat attack. . . Only one special attack type can be used.*” Close Combat Weapons are listed as a special close combat attack and their rules say: “*However, swords and pistols (or similar hand weapons) gain the wielder an additional close combat attack.*” Does a Close Combat Weapon give an additional close combat attack if the model doesn’t use another special close combat attack? For example, if a model is armed with just a pistol, and fights in close combat, does he get +1 Attack for having a close combat weapon? If so, does this bonus combine with the “Two Weapons” bonus (i.e. does the model get +2 attacks if he has two close combat weapons)?

A: No and no.

### 2.39.0

Q: Page 46 says: “A model might be equipped with more than one type of special close combat attack. .Only one special attack type can be used.” However, some odd pieces of wargear grant additional special close combat attacks (such as the Mandiblaster, Servo-arm, Bio-Plasma and Carnifex Tail Attack). Are these special close combat attacks allowed to be used along with another special close combat attack (i.e. an Exarch with a Mandiblaster and a Powerfist)?

A: Yes.

### 2.40.0

Q: If an independent character has both a power fist and power weapon, does the character have to use one of those weapons or can he/she just use their basic attacks characteristic?

A: Models can choose not to use special attacks and can attack using basic attack characteristics.

### 2.41.0

Q: Page 47 says: “A unit losing 25% or more of its current unit strength in models from shooting during a single Shooting phase must pass a Morale check. . .” Does ancillary damage caused by shooting count as casualties from “shooting”? For example, if the 25% casualties are caused (even partially) by a nearby exploding vehicle, should the unit take a morale check? Also, the rule doesn’t specify that the morale check applies only to enemy units. If a friendly unit takes 25% casualties in its own shooting phase (from scattering Ordnance or overheating plasma, for example) should it take a morale check?

A: Yes, enemy units take morale checks at the end of shooting for any squad that suffered losses of 25% (including casualties from exploding vehicles). However, Entangled units do not have to check as they are already entangled. Morale checks in a player’s shooting phase are applicable only to enemy units.

### 2.42.0

Q: If a unit is wiped out due to wounds caused by “No Retreat!” does this count as a “Massacre!” result (including those suffered by units with “And They Shall Know No Fear” after being caught by a sweeping advance)?

A: Yes.

### 2.43.0

Q: The morale check rules for losing a combat specify that outnumbering is determined by “side[s]”. The “No Retreat!” rules however seem to imply that each suffering “No Retreat!” must determine how much it is outnumbered by (as opposed to the side vs. side concept). Is the outnumbering for “No Retreat!” determined by:

- A) The exact same method as the Losing an Assault morale check (side vs. side).
- B) Compare each unit suffering “No Retreat!” vs. the entire enemy side in combat.
- C) Compare each unit suffering “No Retreat!” vs. just the enemy units it was actually engaged with (i.e. had at least one model in base contact with during that Assault phase).

Answer: A

### 2.44.0

Q: Page 49 says: “Once a unit reaches the table edge it is considered to have left the immediate battle and may not return.” Does this ruling only apply to units that fall back and reach the edge of the board, or does it apply anytime a unit moves off the edge of the board (whether the movement is voluntary or not - A good example of non-voluntary movement is Ork Looted vehicles suffering from “Don’t Press That – Waaagh!”)?

A: Any models whose movement (directly or indirectly) takes them off the table edge are gone and may not return to the table.

### 2.45.0

Q: Is the edge of the board considered impassible for non-broken units so that units cannot normally move off or does anytime a unit moves off the board edge is it considered lost? For example, say a unit is Tank Shocked and passes its Leadership test. The shortest route of movement for the models underneath the vehicle would result in the unit being moved off the board. Is the unit moved off the board (and out of the game), or is the board edge considered impassible (meaning the models are moved the shortest route that would leave them on the table)?

A: Unless overriding scenario special rules require units to leave the table edge, any time units that are forced to leave the table (including the most direct route after passing a Tank Shock test) are considered lost and count as such for VP purposes.

### 2.46.0

Q: Page 51 seems to imply that Independent Characters do not fully lose their status when they are attached to a retinue, and all 4<sup>th</sup> edition codices follow this principle. However, nearly all 3<sup>rd</sup> edition codices (and the 4<sup>th</sup> edition Tau Empire codex) still state that an Independent Character that takes a retinue loses his Independent Character status while that retinue remains in play (meaning he no longer follows the character rules on pages 50-52). Does an Independent Character (from an older codex) that takes a retinue fully lose their Independent Character status, or do they simply follow the rules for “Retinues” as found on page 51 instead? Or is this determined on a codex by codex basis (for example, Tau seem to lose their Independent Character status if they take a retinue while Black Templars, Space Marines and Tyranids do not)?

A: Follow the rules for Page 52.

### 2.47.0

Q: Page 51 says: “*Characters are treated as a separate unit when resolving close combats following the normal rules for multiple combats.*” Page 45 indicates that each unit in a combat must separately roll for morale and sweeping advances. Page 50 says: “*An independent character may only join or leave a unit during the Movement phase – once assaults are launched it is too late to join in or duck out.*” Does an independent character joined/attached to a unit that loses combat take morale checks and roll for sweeping advances separately from the unit they are part of?

A: No, Independent characters test as part of the unit they have joined.

### 2.48.0

Q: The rules for Psykers are found within the Character rules (page 52), and the rules text specifically refers to characters. Can we safely assume that all non-character Psykers also follow the rules presented on page 52?

A: Yes.

### 2.49.0

Q: Can a unit that is pinned enact psychic powers? (i.e. use a psychic power that requires the player to make a psychic test)

A: No.

### 2.50.01

Q: Page 52 says: “Unless specified otherwise, psychic abilities are subject to the usual Shooting rules. . .” This is a very, very general statement that has created massive confusion. By the way it is written, any psychic power that doesn’t specify that a roll “to hit” isn’t needed, should require a “to hit” roll be performed. Any psychic power that doesn’t specify that a “target priority test” isn’t needed should include a test for target priority, etc, etc, etc. Only a complete analysis of each psychic power would fully solve the issue (an unlikely solution). However, are there any general guidelines to this rule that can be provided for clarity?

A: Refer to the chart below:

Power	Codex	Replaces shooting?	Roll to Hit?	Charge same target?	Must have LOS?	Check target priority?
Doombolt	Chaos (gen)	Y	Y	Y	Y	Y
Gift of Chaos	Chaos (gen)	Y	N	N	N	N
Winds of Chaos	Chaos (gen)	Y	N	Y	Y	Y
Nurgle’s Dance	Chaos (Nurgle)	Y	N	Y	Y	N
Affliction	Chaos (Nurgle)	Y	N	Y	Y	Y
Miasma of Pestilence	Chaos (Nurgle)	Y	N	Y	Y	Y
Bolt of Change	Chaos (Tzeentch)	Y	Y	Y	Y	Y
Twisting Path	Chaos (Tzeentch)	Y	N	Y	Y	Y
Pink Fire of Tzeentch	Chaos (Tzeentch)	Y	Y	Y	Y	Y
Psychic Duel	Chaos (Tzeentch)	Y	N	N	N	N
Divine Pronouncement	Witchhunters	Y	N	Y	Y	N
Hammer of Witches	Witchhunters	Y	N	N	N	N
Purgatus	Witchhunters	Y	N	Y	Y	N
Scourging	Witchhunters / Daemonhunters	Y	Y	Y	Y	Y
Storm of the Emperor’s Wrath	Space Marines	Y	Y	Y	Y	Y
Fury of the Ancients	Space Marines	Y	N	N	N	N
Fear of the Darkness	Space Marines	Y	N	N	N	N
Vortex of Doom	Space Marines	Y	N	Y	Y	Y
Lightning Arc	Imperial Guard	Y	Y	Y	Y	Y
Warp Blast	Tyranids	Y	Y	Y	Y	Y
Eldritch Storm	Eldar	Y	N	Y	N	N
Mind War	Eldar	Y	N	Y	Y	N
Destructor	Eldar	Y	N	Y	Y	Y

### 2.51.0

Q: The 3<sup>rd</sup> edition rulebook had a restriction that allowed only one psychic power per turn to be used. The 4<sup>th</sup> edition rulebook has no such restriction. Although most codices put their own limitation on how many psychic powers may be used a turn, some (such as the Eldar Codex) do not. Are all psykers limited to one psychic power per turn unless otherwise stated in their codex?

A: Yes.

## 2.52.0

Q: Regarding jetbikes:

Page 54 says: *“They may even end their move on top of difficult terrain, but if they do this they cannot claim any cover save, and will be as tall as the terrain for line of sight purposes.”* This rules passage brings up several questions about Jetbikes ending their move above Area Terrain:

A) Is the Jetbike considered taller than the area terrain it is over? For example, if the Jetbike is over a piece of size 3 Area Terrain, but is more than 6” from any edge of the area terrain, can it draw line of sight to enemy units outside of the terrain (and can they draw a line of sight back to it)?

A: Yes to both.

B) What about **other** pieces of Area Terrain (that the Jetbike is not over)? Can the Jetbike draw Line of Sight and have line of sight drawn to it over other pieces of size 3 Area Terrain (is it effectively a “size 4” model, or even larger)?

A: No

C) The rules say that the Jetbike “will be as tall as the terrain for line of sight purposes.” Does that mean if the Jetbike is over a piece of size 1 Area Terrain it will count as size 1? Or does this rule only apply if the terrain’s size is larger than the Jetbike model?

A: Only applies if terrain size is larger than the Jetbike.

D) For drawing true line of sight (from the Jetbike’s “model’s eye view”), where exactly is the jetbike model considered to be (i.e. how “high” up in the physical 3<sup>rd</sup> dimension)? Is it based on the actual terrain model? If not, how do you determine if the Jetbike can draw line of sight over a small (non Area-Terrain) obstruction to enemy models beyond?

A: Based on the terrain model.

E) Can the Jetbike end its move over a piece of Area Terrain with enemy models in it, provided the top of the terrain appears to be more than 1” above the enemy models? Can enemy models move underneath a Jetbike that is over terrain?

A: No. No stacking allowed.

F) Can enemy models Assault a Jetbike over terrain? Can a Jetbike model Assault enemy models inside terrain while staying above the terrain?

A: Yes. No.

G) Can a Jetbike end its move over impassible terrain like a Skimmer can (or is it limited to just Difficult Terrain)?

A: Yes.

## 2.53.01

Q: Regarding skimmers:

Page 61 says: “As such, skimmers ignore terrain altogether when they move and can even end their move hovering over difficult or impassible terrain (but not over other models). Conversely, mobile skimmers never count obscured target benefits from terrain they are hovering over, instead relying on speed for their protection.” This rules passage, similar to Jetbikes, brings up several questions about Skimmers ending their move hovering above Area Terrain:

A) Is the Skimmer considered taller than the area terrain it is over? For example, if the Skimmer is over a piece of size 3 Area Terrain, but is more than 6” from any edge of the area terrain, can it draw line of sight to enemy units outside of the terrain (and can they draw a line of sight back to it)?

A: Yes.

B) If so, when the Skimmer is firing does it ignore the terrain it is hovering over for cover/obscured bonuses against enemy units (i.e. since a skimmer that is hovering over terrain, when firing, will have a line of sight that travels over Area Terrain, do all enemy units get either a cover save or benefit from the Obscured Target rule)?

A: Ignores the terrain it is hovering over, but not any others.

C) What about other pieces of Area Terrain (that the Skimmer is not hovering over)? Can the Skimmer draw line of sight and have line of sight drawn to it over other pieces of size 3 Area Terrain (is it effectively a “size 4” model, or even larger)?

A: No.

D) For drawing true line of sight (from the Skimmers weapon mounts for a “model’s eye view”), where exactly is the Skimmer model considered to be (i.e. how “high” up in the physical 3<sup>rd</sup> dimension)? Is it based on the actual terrain model? If not, how do you determine if the Skimmer can draw line of sight over a small (non Area-Terrain) obstruction to enemy models beyond?

A: Based on the terrain model itself.

E) Can a Skimmer that ends its move hovering over terrain disembark passengers?

A: Yes. However, disembarking models may not be placed directly beneath the Skimmer model and models must disembark within 2” of one of the vehicle’s Access Points (or any part of the vehicle in the case of open-topped vehicles).

F) Can models move underneath or deploy under a Skimmer that is hovering over terrain? Can enemy models Assault a Skimmer hovering over area terrain?

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

G) Can a Skimmer model enter Area/Difficult Terrain if the player chooses to do so (the same as Jetbikes; a Dangerous Terrain test would be taken)?

A: Yes.

### 2.54.0

Q: Page 55 says: “Some Monstrous Creatures have weapons that augment their Strength (such as the Eldar Wraithlord’s power fist) or work unusually (like the Dark Eldar Talos).” Does any Monstrous Creature with a weapon that augments its Strength lose the Monstrous Creature bonus penetration dice, even if it chooses not to use that weapon to attack with? What about a special rule/piece of wargear (i.e. not a “weapon”) that augments the MC’s strength (like Daemonic Strength)?

A: No and no.

### 2.55.0

Q: Can a jetpack unit fire a heavy weapon in the Shooting phase and still use its 6 inch move in the Assault phase (provided it doesn’t charge an enemy unit)?

A: No.

### 2.56.01

Q: Exactly what the status of passengers embarked upon vehicles in the game is quite unclear in the rules. The transport rules state that models “embark” on the vehicle. Essentially, they are considered to be inside or on the actual vehicle model, regardless of where we as the players actually place the models (such as off the table). The Ork FAQ (version 4.0.1) seems to back up this concept by stating that Mekboy with a Kustom Force Field embarked on a Trukk measures the range from the model rather than the vehicle (meaning you should be placing the Mek model on the Trukk model). However, the Chaos FAQ (version 4.0.1) seems to contradict this concept by implying that passengers in a Rhino are “not present on the table”. Are passenger models considered to be in/on the vehicle or off of the board (out of the game)?

A: See GW FAQ, 40K Rulebook, p3.

A) Do special rules the passengers have still affect gameplay (such as the Imperial Guard “Leadership” rule being used by an Officer embarked inside a Chimera or a Mek with a Kustom Force Field)? If so, where do we measure from?

A: See GW FAQ, 40K Rulebook, p4.

B) Can an embarked unit capture an objective while embarked inside a vehicle? Where do we measure from to determine if they are even partially within the required distance?

A: Yes. For objective purposes, the entire vehicle’s physical footprint is used to determine the unit’s dimensions on the tabletop.

C) Are embarked passengers affected by special rules/weapons/wargear, etc. that affect every unit within a certain distance or do not require line of sight? For example, the Space Marine psychic power “Fear of the Darkness” that affects every unit within 12”. Is an embarked unit subject to effects like these?

A: No.

D) There are no rules specifically restricting the targeting of embarked units from enemy shooting (besides the standard line of sight restriction). Can a unit in an open-topped vehicle be targeted by normal shooting? Can a unit in an enclosed vehicle be targeted by shooting that doesn’t require line of sight (like a barrage weapon)?

A: No and no.

E) Are embarked passengers subject to morale, pinning, fall back, etc?

A: No.

F) At the end of the game do embarked units give up full victory points?

A: No.

### 2.57.0

Q: The vehicle “Turning to Face” and “Line of Sight” rules (page 64) reference a couple types of weapon mountings: “Turrets” and “fixed weapons”. The rules also state: “Weapons mounted on vehicles often have a limited arc of fire and may not fire on units that are outside this arc. Trace the actual line of fire from the weapon mounting to see if it will be blocked by terrain or other vehicles.” What exactly are these references to? Is a “turret” referencing any vehicle that appears to have a turret modeled onto it, or just those vehicles that have “turret mounted” denoted in their codex entry? The Eldar Falcon is one example of a vehicle that appears to have a turret based on their model, but whose codex entry does not say “turret mounted weapon”.

A: Weapons with a turret mount on the model as provided or stated as turret mounted in the Codex entry.

### 2.58.0

Q: It is unclear as to where exactly range is measured from concerning passengers firing from vehicles. Is the range measured from the Fire Point? Is it measured from the hull/base of the vehicle? From somewhere else? If range is measured from the Fire Point, in the case of template weapons are they placed touching the Fire Point? If so, in some cases measuring from the Fire Point will mean that the template will be placed over the vehicle model itself (for example, firing a flamer from the top hatch of a Chimera). Are transport vehicles affected by template weapons fired by embarked passengers?

A: Range is measured from a valid Fire Point. A flamer template would thus need to touch a Fire Point. No, the transport vehicle itself is not affected by the template weapons fired by embarked passengers.

### 2.59.0

Q: Are vehicle armor facings determined by drawing a line at a 45-degree angle to the axis of the vehicle, or by drawing a line corner-to-corner on the vehicle (as the diagram on page 65 suggests)? If the second option, then what about vehicles such as falcons that don't have clearly obvious corners?

A: 45 degree angle to the axis of the vehicle if there are no defined corners.

### 2.60.0

Q: On weapon destroyed results:

Page 67 says: “A weapon of S4 or greater is destroyed. . . This can include vehicle upgrades that function as weapons, such as pintle-mounted storm bolters or Hunter-killer missiles.” Does this ruling apply to:

A) Vehicle mounted weapons that are fired by passengers such as an Ork Bolt-on Big Shoota?

A: Yes.

B) Weapons that aren't fired by the vehicle (or passengers) like Tau Seeker Missiles?

A: Yes.

C) One-shot weapons that have already fired (i.e. can you still “destroy” a Hunter-Killer Missile system that has already been fired)?

A: No.

D) Weapons that are “built-in” to another weapon? For example, a Space Marine Dreadnought has a Dreadnought Close Combat Weapon with a “built-in” Storm Bolter. If the Close Combat Weapon is destroyed, does the Storm Bolter go with it?

A: In the example above, each weapon is a separate weapon for purposes of Weapon Destroyed results. However, twin-linked weapons count as a single weapon.

### 2.61.0

Q: The Tank Shocking rules (pages 70-71) have no restriction against performing a Tank Shock against an enemy locked in combat, provided the tank does not move over any friendly models. Is this a valid tactic?

A: No.

### 2.62.0

Q: Page 74 says: “*The Special Rules marked with an asterisk (\*) are automatically lost by an independent character joining a unit that does not have the same special rule. These rules are also lost by a unit that is joined by an independent character that does not have the same special rule.*” “Joining” a unit is an in-game action that an Independent Character may perform. Does that same restriction apply to Independent Characters that are attached to units before the game begins (such as with a retinue, or with a unit of wargear models/followers)? Also, does the same restriction apply to **non**-independent characters who are attached to a unit (such as a Commissar being attached to a Guard unit that has the Infiltrate Universal Special Rule, or Thousand Sons, who are Fearless while their Aspiring Champion is not, for example)? Or does the attached non-Independent character gain the Universal Special Rule of the unit when he is attached to the unit before the game?

A: Ignore wargear/followers for this purpose. Non independent characters attached to a unit do not lose USRs when attached to a unit before the game. So a Commissar may infiltrate and a Thousand Sons unit remains fearless with an Aspiring Champion.

### 2.63.0

Q: Regarding Hit & Run:

Page 74 says: “*Models with this ability may choose to leave close combat. Declare this at the end of the **Close Combat phase.***” Should this text read: “*the Assault phase*”? Assuming it should, does this mean that a victorious unit with Hit & Run can consolidate into a fresh enemy unit and then at the end of the phase use Hit & Run to jump right back out (in an attempt to get into cover, for example)? Also, if two units that both have Hit & Run are locked in combat together can they both use Hit & Run at the same time?

A: Choose to consolidate or use Hit and run. In other words, resolve it at the end of the combat the unit is involved in. Yes.

### 2.64.01

Q: Can a model engaged with a non-WS vehicle use Hit and Run?

A: See GW FAQ, 40K Rulebook, p4.

### 2.65.01

Can a unit that Massacres its opponents use Hit and Run?

A: See GW FAQ, 40K Rulebook, p4.

### 2.66.0

Q: The Tank Hunters universal special rule adds +1 to the Armour Penetration roll when a vehicle is hit “*with any weapon.*” Does this rule apply to psychic powers?

A: Yes.

### 2.67.0

Q: Does the invulnerable save granted by Turbo-boosting **replace** the model’s armor save for that turn, or is it in **addition** to the model’s normal armor save?

A: Replace.

### 2.68.0

Q: If an armor type set contains differing Invulnerable Saves, do we allocate wounds to particular models within the set before taking saves? If so, do we allocate the wounds using the same formula as the basic Mixed Armor allocation rules (allocate to the majority Invulnerable Save type within the set first, then to the minority Invulnerable Save type, then wrap back around to the majority, etc, etc, etc)?

A: Yes. Majority first.

### 2.69.0

Q: Page 81 says: *“When deploying an independent character on the table, you may specify that it starts the game already inside a unit and place it in coherency with it.”* Does this principle also apply when deploying a unit after an Independent Character, such as with a Fast Attack choice? Can I deploy a Fast Attack unit within coherency of an already deployed Independent Character and join them together?

A: No, you must wait until the first movement phase.

### 2.70.1

Q: Also, is moving on from Reserves considered “deploying on the table”? Meaning: can an Independent Character that is arriving from Reserves on the same turn as a unit in a transport move onto the table already joined with them in their transport (such as Rhino or Drop Pod, for example)?

A: See GW FAQ, 40K Rulebook, p4.

### 2.71.0

Q: Sometimes a single Force Organization choice is made up of multiple units (such as an infantry unit and their transport vehicle or an Imperial Guard platoon, for example), and some or all of the units have different options for being deployed (such as Infiltration, Deep Strike, etc). Can such units be split up to be deployed at different times?

A) Can some units be put in Reserve (for Deep Striking purposes as an example) while the rest are deployed normally?

A: Yes.

B) Can some units with Infiltration be deployed after normal deployment is completed while the rest are deployed normally?

A: Yes.

C) Can a mix of all three options be used by units from the same Force Organization choice? For example, an Imperial Guard platoon with the Light Infantry and Drop Troopers doctrines. Can some units be set up normally, some infiltrate, and some be kept in Reserve to Deep Strike?

A: Yes.

### 2.72.0

Q: Regarding Reserves:

Pages 84-85 says: *“Each selection from the Force Organization chart is diced for separately at the start of the player’s turn. When a reserve unit arrives, it must move on as specified in the Reserves section of the mission description.”* And: *“Note: You must roll for reserves as soon as possible and must bring them onto the table as soon as they are available.”*

A) Does a player with Reserves roll for all of his units in Reserve first, and then move them onto the table? Or does the player roll for each Reserve and, if successful, move that unit onto the table before rolling for the next unit in Reserve?

A: Roll for all reserves first then bring them onto the table in whichever order you wish.

B) Can the player move units already on the table before moving on his Reserve unit(s)?

A: No. Reserves must move on first.

C) What happens if there is no space for a Reserve unit to move on the board without moving over friendly models (which is not allowed)? Are the Reserve units destroyed?

A: Yes.

### 2.73.0

Q: The Reserves instruction in each of the Standard mission says the following: “*When available, reserves move on from the player’s deployment zone board edge.*” What exactly constitutes the Deployment Zone board edge?

On a Corner deployment mission (like Cleanse) the “deployment zone board edge” is considered:

- A) Both full table edges that the deployment table quarter shares edges with (i.e. a full 4’+6’ of table edge to move on from).
- B) Just the table edges that make up the deployment table quarter (i.e. 2’+3’ of table edge to move on from).

Answer: B

On a Long Board Edge deployment mission (like Secure and Control) with a 12” deployment zone, the “deployment zone board edge” is considered:

- A) The full long deployment table edge, plus both full short table edges (i.e. a full 6’+4’+4’ of table edge to move on from).
- B) The full long deployment table edge, plus both short table edges that make up part of the deployment zone (i.e. in this mission 6’+12”+12” of table edge to move on from).
- C) Just the full long deployment table edge (i.e. 6’ of table edge to move on from).

Answer: B

### 2.74.0

Q: Regarding deployment distances:

- A) When a mission states that “*no unit may be deployed within “x” inches of the enemy...*” do these restrictions mean models have to be set up more than “x” inches apart from each other or may be set up exactly “x” inches apart? For example, if deployment zones are 24” apart, how does this affect first turn charges and rapid fire weapons?

Answer: More than the distance apart from each other. So in this example, consider opponents 24.0000001” apart for such purposes meaning weapons with a range of 24” will not be in range, etc.

### 2.75.01

Q: The Deep Strike rules (page 84) do not specify what happens if a Deep Striking unit lands on friendly models. If the first Deep Striking model is unable to be placed on the table because he has scattered directly onto a friendly unit is the entire unit lost as if it had landed in impassible terrain or on an enemy unit? If not, how should the situation be handled?

A: See GW FAQ, 40K Rulebook, p4.

### 2.76.01

Q: If a circle of Deep Striking models is unable to be completed due to the position of friendly models, are any excess models destroyed? If not, how should the situation be handled?

A: See GW FAQ, 40K Rulebook, p4.

### 2.77.0

Q: If Jump Infantry Deep Strike into difficult terrain do they have to take a Dangerous Terrain test?

A: Yes.

### 2.78.0

Q: Page 84 says: *“In a mission using the Escalation rule, only basic infantry units that do not have dedicated transports may be deployed at the start of the game, unless the mission rules state otherwise.”* Can a player choose to keep infantry units in Reserve in a game played with Escalation (i.e. start with nothing on the board if he chooses)?

A: No.

### 2.79.0

What about Force Organization choices that are made up of multiple units? If part of the choice is restricted by Escalation and other parts are standard infantry, how is this handled? For example, an Imperial Guard Platoon with a Command Squad in a Chimera but the rest of the squads on foot:

- A) The entire Platoon must be put in Reserve (since one part of it cannot be deployed per the Escalation rule).
- B) The Command Squad must be placed in Reserve (because it has a transport), but the rest of the Platoon is deployed as normal.
- C) The player may either place the entire platoon in Reserve, or may choose to deploy some or all of the Platoon squads normally (just not the Command Squad with the transport).

Answer: B

### 2.80.0

Q: Some units are comprised of different types of models. Some examples of “Monstrous Creatures/Infantry” hybrids units include: Tomb Spyderys/Scarabs, Hive Tyrant/Tyrant Guard, and the Spear of Khaine. Are units such as these treated as an “Infantry Unit” or a “Monstrous Creature” unit for the purposes of Escalation? In essence, the question is: if a unit contains even a single model type that is not allowed to deploy when Escalation is being used, is the unit prohibited from being deployed?

A: Monstrous Creature and yes.

### 2.81.01

Q: Some codices have an Armoury restriction that says: *“. . .characters may have two weapons, of which only one may be two-handed”* (Imperial Guard codex). Other codices say: *“Models with access to the Armoury may select up to two weapons of which only one can be two-handed”* (Space Marine codex). The first version implies that a model may only ever have two weapons, regardless of whether those weapons come in their basic profile or are chosen from the armory. The second version implies that a model may only select two weapons from the armory (which would be in addition to any weapons that the model comes standard with). Was this difference between codices intentional? Or is the latter version the way we should treat all codices (that all characters may not ever have more than two weapons)?

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

### 2.82.0

Q: The 3<sup>rd</sup> Edition rulebook had a rule that said (page 167): *“Important: Note that if you take a weapon option or upgrade, then the model’s ‘standard’ weapons are lost. So, if you upgraded a Space Marine with a bolter to being armed with a missile launcher, the bolter would be lost.”* The 4<sup>th</sup> edition rules do not have any such printed rule. That leaves some codex entries specifying that taking a weapon will “replace”, “exchange” or “upgrade” the model’s basic weaponry (implying replacement of the original weapon), while other entries simply say the model can be “armed”, “equipped” or “can have” a said weapon (implying the model gains the weapon in addition to the original weapon). In some cases, this terminology differs within the same codex. For example, in the Space Marine codex, Terminators “replace” their storm bolter to take another weapon, while a

Tactical Squad marine “can be armed” with a special or heavy weapon. Is the 3<sup>rd</sup> edition rule still in effect (weapon option always replace basic weapons), or is it a case by case basis to determine which units replace their weapons and which units take additional ones?

A: 3<sup>rd</sup> edition rule is still in effect. (i.e. giving a Marine a Heavy Weapon will replace his Bolter while arming an Assault Marine with a Plasma Pistol will only replace his Bolt Pistol.)

### 2.83.0

Q: What about squad leaders who can choose from the Armoury but already start with basic weapons? For example an Ork Nob for a Slugga Mob comes with a Slugga and Choppa as his basic weapons.

A: Armoury choices replace as the player desires, but you can never have more than 2 weapons and only one weapon can be two-handed.

### 2.84.0

Q: Page 74 of the rulebook says: “*The following unit special rules are the definitive versions, and replace special rules of the same name printed in full in Codices.*” Many codices have restrictions or permissions on who can or cannot use the special rule located within the text of the special rule itself. If the special rule is replaced by the text in the rulebook, these restrictions and permissions are lost. For example, the “Infiltrate” special rule in the Chaos Space Marine Codex (page 19) says: “*Models with a bike, a Steed, Followers, Daemonic Stature, the Mark of Khorne or Terminator Armour cannot use this skill.*” If that text is replaced in full by the rulebook version then all of those restrictions are lost. Similar issues apply to the Daemonhunter codex’s version of “True Grit” and the 13<sup>th</sup> Company’s version of “Scout” (to name just a few examples). Do the rulebook versions of the Universal Special Rules fully replace their codex counter-parts, or do permissions and restrictions located within the rules text remain in effect?

A: Specific permissions and restrictions located within the old Codices remain in effect. Note this does not change the base USRs, but just makes specific permissions and restrictions that were Codex-specific carry over to the 4<sup>th</sup> edition ruleset.

### 2.85.01

Q: The Auspex/Surveyor rules say: “*If enemy infiltrators set up within 4D6 [inches] of a model with a Auspex/Surveyor then the model is allowed to take a ‘free shot at them.’*”

A) Can the model/unit with the Auspex/Surveyor fire at **every** infiltrating unit within 4D6”, or must they choose just one to fire at?

A: Every.

B) If they can fire at every infiltrating unit, do they roll 4D6” separately for each infiltrating unit, or just once after all infiltrators have been set up?

A: Just once, after all infiltrators have been set up.

C) Can a Psyker that is part of a unit that has an Auspex/Surveyor use a power that is used instead of shooting as their free shot?

A: Yes, but the power must specifically target the infiltrating unit only.

D) What about abilities that are used in “instead of shooting” (such as Fleet); may these be used instead of the Auspex/Surveyor allowed shooting?

A: No.

E) If Night Fighting rules are in effect at the start of the game does a separate spotting roll need to be made for the Auspex/Surveyor shooting?

A: Yes, just because your auspex/surveyor has detected them doesn’t mean that you can see them in the darkness.

### 2.86.0

Q: Sisters of Battle, Grey Knights and Black Templars with the 'Abhor the Witch' vow all suffer "no effect" from Minor psychic powers. Exactly what does "no effect" mean? Just if the unit is targeted by (or within the area effect of) the power? Or does it mean any effect, in any situation, anytime?

A: In the examples above, minor psychic powers may never be used in a game that contains one of these units.

### 2.87.0

Q: If a unit manages to become Pinned on their own turn (for example, if the unit is being transported in a vehicle that destroys itself while moving into difficult terrain or being hit by friendly scattering fire) what exactly happens? The Pinned rules (pg 32) state: "*If the unit fails the test it may not move, shoot or assault, or make any other actions in its following turn.*"

Does that mean:

- A) The unit may continue to move, shoot and assault this turn (and suffers the effects its next turn as described in the rules)?
- B) In this case, the damage effect occurs this turn and the subsequent enemy's turn (the unit may not continue to move, shoot or assault this turn if it hasn't already done so), and the unit is free to move, shoot and assault in its next turn?
- C) The unit suffers the damage both in this turn (may not continue to move, shoot or assault this turn if it hasn't already done so), and in its next turn as well.

Answer: B

### 2.88.0

Q: Page 61 says: "*If a vehicle has moved up to 6" the test is taken on a single D6, otherwise it is taken on two D6.*" Is this distance determined by how far the vehicle has moved up until this point as the text says, or should the distance refer to the total distance the vehicle will be moving in this movement phase?

A: Total distance the vehicle will be moving in this movement phase.

### 2.89.0

Q: If a vehicle manages to suffer a Crew Shaken/Stunned effect on their own turn (for example, by taking a hit by moving over a Castellan Minefield or getting hit by friendly scattering fire) what exactly happens? The Shaken damage result (pg 67) states: "*The vehicle may not shoot next turn.*" The Stunned damage result (pg 67) states: "*The vehicle may not move or shoot next turn.*"

Does that mean:

- A) The vehicle may continue to move and shoot this turn (and suffers the effects in its next turn as described in the rules)?
- B) In this case, the damage effect occurs this turn (it may not continue to move and/or may not shoot this turn if it hasn't already done so), and the vehicle is free to move/shoot in its next turn?
- C) The vehicle suffers the damage both in this turn (may not continue to move and/or may not shoot this turn if it hasn't already done so), and in its next turn as well.
- D) The vehicle suffers the damage effect in the very next turn (in this case, the opposing player's turn), and essentially does not suffer the damage at all (as it is unlikely to move or shoot in the opponent's turn).

Answer: B

### 2.90.0

Q: Regarding Vehicle Squadrons:

Page 73 says: "*When a unit of vehicles is fired at, any hits are distributed evenly amongst the vehicles, starting with the nearest vehicle model.*" No mention is made about line of sight or range restrictions. Do only vehicles within range and line of sight of the firing weapons have hits allocated to them?

A: Yes.

### 2.91.0

Q: Regarding Walker Squadrons:

Page 72 says: “Walkers fight in an assault in the same way as infantry.” Page 73 says: “When engaged in close combat, enemy units must allocate their attacks between the members of a vehicle squadron, as if each vehicle was a separate unit.”

A) When walkers in a squadron attack an enemy unit does each walker need to be in base contact with an enemy model to attack, or do they follow the normal infantry rules for being engaged (i.e. they just have to be within 2” of another walker in the squadron that is in base contact with the enemy)?

Answer: They are treated as individual units so are required to be in base to base contact with an enemy model to attack.

B) When an enemy unit attacks walkers in a squadron do they have to allocate their attacks between the walkers as page 73 indicates (meaning a walker has to have at least one enemy model in base contact with it in order to have attacks allocated against it)? Or is the entire squadron attacked as a single entity like an infantry unit?

Answer: A walker must have at least one enemy model in base contact with it in order to have attacks allocated against it.

### 2.92.0

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

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

### 2.93.0

Q: How do undamaged immobile vehicles (i.e. drop pods) count for Victory Point purposes?

A: As a normal vehicle, so half VP’s.

### 2.94.0

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. 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.

### 2.95.0

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

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

**2.96.0**

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

A: This rule should say: “a unit that consolidates into a new close combat does not count as being locked until the end of the current Assault phase and is effectively ignored.” The unit will not count as being locked at the end of the assault phase if all enemies in base contact are then killed or subsequently move out of base contact (via consolidation or pile-in moves) when their close combat is resolved.

**2.97.0**

Q: If a unit contains creatures with multiple wounds, does it count the total number of Wounds remaining in the unit for determining its “starting strength”?

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

**2.98.0**

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.

### **3.0.0 Black Templar Clarifications** (*Last Updated 2/23/07*)

#### **3.1.01**

Q: Can the Emperor's Champion in a Black Templar army deploy via Drop Pod assault along with a squad mounted in a drop pod?

A: See GW FAQ, 40K Rulebook, p4.

## 4.0.0 Blood Angel Clarifications (*Last Updated 09/11/06*)

### 4.1.0

Q: Is the Death Company a scoring unit? If so, how many points are they worth in scenarios where the scoring unit's Victory Point value is used?

A: Yes. Zero Points.

### 4.2.0

Q: If the Death Company is a scoring unit, what is their starting strength (for determining when they are under 50% for scoring or Victory Point purposes)? Is it the total number of models in the unit before rolling for each unit in the army (i.e. D3 for each Chaplain or zero if no Chaplains are present), or the total number of models in the unit after rolling for each unit in the army?

A: Number after.

### 4.3.0

Q: For victory point purposes, when does a Death Company give up 100% of its points value in Victory Points? When the Chaplain is killed or when the entire unit is killed?

A: Only the Chaplain is worth points. Thus, when the Chaplain is dead.

### 4.4.0

Q: Do models in units that are lost to the Death Company count as casualties towards determining if the unit is under 50% of its starting strength? For example, a Blood Angels unit of seven models loses one to the Death Company. So it starts the first turn with only six models in the unit. If the unit then suffers three casualties during the game, is it still considered a scoring unit (i.e. at 50% starting strength or higher)?

A: Yes, use the original starting strength of the unit to determine such calculations.

### 4.5.0

Q: What non-standard marine units can use Drop Pods in a Blood Angels army?

A: The same unit types as Codex: Space Marines plus Honour Guard and 'Furioso' Dreadnoughts.

### 4.6.0

Q: Does Moriar the Chosen have access to the Drop Pod transport?

A: Since Moriar is a Furioso Dreadnought, the answer is yes.

### 4.7.0

Q: Does the Sergeant from a Terminator Squad count as a Veteran Sergeant when determining 'free' upgrades for DC?

A: Yes, all Terminators are considered veterans (i.e. they have terminator honours) but only one per squad is considered the sergeant. Therefore, giving up this model to the DC entitles them to receive the weapon upgrades. Regular terminator models lost to the DC do not.

### 4.8.0

Q: Can I field the Death Company in a Land Raider or LRC heavy support?

A: Yes, as long as they don't have jump packs, the unit doesn't exceed the maximum transport capacity of the LR or the LRC and the APC is a Heavy Support choice and not a dedicated transport of another unit. The squad's free Rhino can be placed on the table as well.

#### **4.9.0**

Q: Does the Chaplain leading the Death Company benefit from the Ignore Injury special rule?

A: No, because he's not a DC marine, he's just leading them.

#### **4.10.0**

Q: Does the Rites of Battle special rule apply to Lord Dante and Brother Captain Tycho as it applies to all Space Marine Commanders?

A: Yes, it does.

#### **4.11.0**

Q: Do the Honour of the Chapter and Litanies of Hate special rules apply to Chaplain Lemartes as they apply to all Space Marine Chaplains?

A: Yes, they do.

## 5.0.0 Chaos Space Marine Clarifications (*Last Updated 2/23/07*)

### 5.1.0

Q: The Chaos Undivided Demon Icon binds a pre-selected unit of demons to the actual icon allowing the demons to be deployed without a summoning roll at the start of the Chaos player's turn. Can this auto-summoning occur on the first turn of a game?

A: No, you cannot automatically summon first turn using an Undivided Demon Icon as the conditions for summoning have not been met.

### 5.2.0

Q: Does a Greater Demon possessing an entangled model also count as entangled?

A: No, the Greater Demon is not entangled in this case as it is a separate unit when summoned.

### 5.3.0

Q: Unlike most other codices, the Chaos Space Marine Codex does not limit each vehicle upgrade to one per vehicle. Was this intentional? i.e. can you take 3 Havoc launchers on a rhino and pay 90 points to upgrade its armor to 14 with 3 mutated hulls.

A: No.

### 5.4.0

Q: Can models in terminator armor assault after firing rapid-fire weapons (such as their Combi-Bolters)? The rules allow them to fire heavy weapons and assault, but do not mention rapid fire weapons.

A: Yes

### 5.5.0

Q: If a character takes a Chaos Space Marine Bike and upgrades the combi-bolter to another weapon, do those upgrade points count as "wargear" points towards the characters wargear limit (or do they simply count as "weapon" points)?

A: Count as wargear points.

### 5.6.0

Q: A unit gripped by Blood Frenzy moves: "*A normal move +D6[inches] towards the enemy.*" Must a unit suffering this way move the *full* distance towards the enemy, or can it move the D6" plus only an inch (as it's "normal" move), for example?

A: Must move full normal move + d6" towards the enemy.

### 5.7.01

Q: Is the D6" portion of the Blood Rage move slowed by difficult terrain at all?

A: Yes.

### 5.8.0

Q: Does Feel No Pain work on wounds caused by Rending ranged weapons?

A: Yes, Rending is irrelevant in this case. Feel No Pain works against any ranged weapon unless its Strength is double (or more) the model's Toughness.

### 5.9.0

Q: How does the Doom Siren really work? Rumor has it that the most current printing (the third printing) is in error. As it stands now, models with a Doom Siren and a Powerfist seem to strike before any other model. Is this correct?

A: No. Power fists always strikes last.

### 5.10.0

Q: If an Independent Character armed with a Lash of Torment is joined to a friendly unit that is locked in combat (but not in base contact with an enemy model himself), does he still get to attack if within 2" of an enemy model? If so, where can the casualties caused by the Character be taken from? Only from those enemy models within 2" of the Independent Character, or is the casualty taken as if it was caused by the *unit* the Independent Character is joined to?

A: Yes. The kill zone is any model within 2" of a model that the lash-wielder is within 2" of.

### 5.11.0

Q: Nurglings are not listed as being immune to Nurgle's Rot. Are they really affected?

A: No, Nurgle's Rot does not affect Nurglings.

### 5.12.0

Q: Can a Terminator squad still Deep Strike if accompanied by Thrall Wizards (or Chaos Spawn, for that matter)?

A: No. Since Thralls and Spawn do not have the ability to Deep Strike, the whole unit is prevented from doing so.

### 5.13.0

Q: If an Icon Bearer fails its Last Man Standing test at the start of the same turn a unit of daemons is summoned, which happens first – the Icon Bearer's fallback move or the Daemons summoning?

A: The daemon summoning occurs first.

### 5.14.0

Q: Can a Chaos Lord with daemonic speed deploy by Infiltration?

A: Yes, if he also has that ability

### 5.15.0

Q: Can units with Daemonic Speed deploy on the table in missions with Escalation?

A: No.

### 5.16.0

Q: Does a Chaos Land Raider use the new Machine Spirit rules (versus the Infernal Device rules) and always count as a Scoring unit like loyalist ones?

A: Yes.

### 5.17.0

Q: In a Lost and the Damned army, how are Aspiring Champions chosen as an HQ choice treated for scoring and Victory Point purposes?

A: They are considered a squad upgrade and thus not considered a scoring unit on their own. Their point costs are added to the squad they join and all standard Victory Point rules apply.

### **5.18.0**

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

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

## **6.0.0 Daemonhunter Clarifications** (*Last Updated 09/11/06*)

### **6.1.0**

Q: How would a mystic's ability work against drop pods?

A: If a drop pod arrives within your mystic's rolled distance, you may either take free shot on the drop pod or the deployed transportees after the owning player has disembarked them all. If they are out of LOS from the unit doing the shooting after disembarking, you may only shoot the drop pod.

### **6.2.0**

Q: Do psycannons ignore cover saves? The text says that only armor saves can be taken.

A: No, they do not ignore cover saves.

### **6.3.0**

Q: Can Daemonhunters ally with any force that has other allies?

A: Reference the GW Daemonhunter FAQ.

### **6.4.0**

Q: An army is required to field an Inquisitor before they can field an assassin. Must they both be of the same Ordo or can they be from different Ordos (a Malleus Inquisitor and a Hereticus assassin)?

A: They must be of the same Ordo.

### **6.5.0**

Q: The Daemonhunter codex allows both 0-1 Space Marine Land Speeder Squadrons and 0-1 Space Marine "Landspeeder Tornados" to be taken as allied units in the army. In the most recent version of the Space Marine codex, Land Speeder Tornados are now included as part of the basic Land Speeder Squadron entry. Can Daemonhunters take only a single allied Land Speeder squadron, or can they take two squadrons if one squadron is made up exclusively of Land Speeder Tornados?

A: Only a single allied Land Speeder Squadron.

### **6.6.0**

Q: Are Daemons brought back into play by the Grey Knights Sustained Assault rule worth Victory Points?

A: Yes.

### **6.7.0**

Q: Can an Eversor Assassin be setup in Escalation?

A: Yes.

### **6.8.0**

Q: Can an Eversor Assassin shoot his pistol twice and still charge into Assault on the same turn?

A: Yes.

## **7.0.0 Dark Eldar Clarifications** (*Last Updated 2/23/07*)

### **7.1.0**

Q: Can Dark Eldar Reaver jetbikes carry Webway portals?

A: No.

### **7.2.0**

Q: Does Lilith Hesperax gain the advantage of combat drugs her retinue gets?

A: Yes.

### **7.3.0**

Q: Can Dark Eldar Lords on a Hellion Skyboard fleet?

A: No.

## 8.0.0 Imperial Guard Clarifications (*Last Updated 2/23/07*)

### 8.1.0

Q: Is an Imperial Armour Cyclops and/or its operator considered a scoring unit(s)?

A: No.

### 8.2.0

Q: How many upgrade shells can a Griffon buy?

A: The Griffon can use the standard high explosive shell and purchase one special shell type, if desired.

### 8.3.0

Q: The online FAQ (v4.0.1) says: “*Heavy Weapon teams are supplied with a large base to contain both crewmen and the weapon. Treat them as two separate models that are based together for convenience of movement.*” Exactly what does this mean? If the single base is partially covered by a single blast marker, is each model rolled for with a separate die (and hit on a 4+)? If not, how should this situation be handled?

A: Yes, each model is rolled for.

### 8.4.0

Q: If a friendly model (in the same unit) is in base contact with an enemy model and the Heavy Weapon team’s base is within 2 inches of the friendly model, are both Heavy Weapon team members on the base considered engaged?

A: Yes.

### 8.5.0

Q: Can a unit with a Commissar use his Leadership value of 10 for a Leadership Test if he hasn’t executed the officer or sergeant yet? What if the Officer or Sergeant is killed by another source; can the unit then use the Commissar’s Ld for its tests?

A: No. Yes.

### 8.6.0

Q: What about if the Commissar in question is an Independent Commissar? Can his Leadership only be used if he executes a Sergeant or Officer in the unit?

A: Yes.

### 8.7.0

Q: If an Independent Commissar joins a unit without a Sergeant or Officer, the FAQ (v4.0.1) states that in the case of a failed morale test he will execute one model. Does he then take command of the unit and use his Leadership value from there on out? Or does the unit stay at just +1Ld and continue to suffer additional casualties each time they fail another Morale Test?

A: He takes command of the unit and uses his Leadership value from there on out.

### 8.8.0

Q: At what point are Sanctioned Psykers assigned to their units per the “Advisors” rule; before or after rolling for their powers?

A: After.

### 8.9.0

Q: The Hunting Lance says that it is used “in the first close combat they fight in a game”. Does this mean they get to use its ability for the entire first combat (even if it lasts several rounds), or is the Lance used up after the first round of combat they are in?

A: The lance is used up after the first round of combat they participate in.

### 8.10.0

Q: When 16+ Colonel Schaeffer’s Last Chancers are taken, at what stage are they deployed (as they count as an HQ and two troops choices)? Are all sub-units of the Last Chancers deployed at the same time, or as separate units?

A: Deployed as Troops. All deployed simultaneously.

### 8.11.0

Q: Lord Castellan Ursarkar E. Creed may only be taken in a “Cadian” army of 1,500 points or more. Does this definition include **only** an army taken using the Cadian doctrines (as printed on page 58)? If not, does this include an army taken using the standard army list (no doctrines)? Or does this also include an army taken using custom doctrines?

A: Only an army taken using the Cadian doctrines.

### 8.12.0

Q: Colonel-Commissar Ibram Gaunt gives a +1 Attack bonus to all “Tanith Imperial Guard models”. Does this restriction include **only** an army taken using the Tanith doctrines (as printed on page 59)?

A: Yes.

### 8.13.0

Q: The Jungle Fighters doctrine may be given to any “*Guard Infantry*” Squad. However, the Heavy Flamer upgrade option says it is available for “*Any Infantry squad normally able to include a heavy weapon team. . .*” Can only Infantry Platoon Squads take a Heavy flamer, or is this upgrade actually available to any “*Guard Infantry*” squad (such as Platoon Command squads)?

A: Only Infantry Platoon Squads.

### 8.14.0

Q: If a unit has both the Jungle Fighters and Mechanized doctrines can the unit infiltrate if not deployed inside their Chimera (and the Chimera is deployed normally)?

A: No.

### 8.15.0

Q: If a unit has both the Jungle Fighters and Light Infantry doctrines and does not take a Heavy Weapon team (when it normally would be able to), can it take both a Heavy Flamer and a Sniper rifle in the same unit?

A: No.

### 8.16.0

Q: When models are part of a Heavy Weapon team do either of them have a Lasgun?

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

### **8.17.0**

Q: With a Heavy Weapon team, if the model with the Heavy Weapon is killed does the other guy pick it up?

A: If both models are mounted on the same base and one is killed, mark the base to show one model is dead. The other model discards his lasgun and takes over the Heavy Weapon. If the models are based separately, both team members must remain within 2" of each other during the game where possible. If the model with the Heavy Weapon is killed, swap the position of the two models and remove the team model with the lasgun as the casualty. This applies even against attacks that target a specific model.

### **8.18.0**

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

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

### **8.19.0**

Q: Will a Griffon's Infernus shells force a Fearless unit to fall back if they are hit?

A: No.

## 9.0.0 Necron Clarifications (*Last Updated 09/11/06*)

### 9.1.0

Q: If a Necron Lord self-repairs, but standing him back up will put him within 1 inch of an enemy model (or even directly into base contact if he is totally surrounded), what happens? Is the Lord model considered destroyed? Is the Lord model allowed to be placed directly into close combat when he stands up? Is the Lord model placed the shortest safe location more than 1" away from the enemy models? If none of these solutions are correct, how should this situation be handled?

A: [Placed into close combat.](#)

### 9.2.0

Q: Warrior's special "Reserves" rule doesn't specify that a Monolith must be included in the army for the rule to be utilized. The Necron FAQ (v4.0.1) only specifies that Warrior units count as destroyed if "*all available Monoliths are destroyed.*" If a player doesn't take a Monolith in his army, can he utilize the Reserves rule to keep a unit of Warriors in Reserve in order to prevent Phase-Out?

A: [No.](#)

### 9.3.0

Q: The Living Metal rule says: "*...any weapon attacking the Monolith will roll for armor penetration using its unaugmented strength and a single D6 no matter what.*" Does this mean a model with a powerfist loses the double strength bonus when attacking a monolith?

A: [No, the power fist \(weapon\) does not have a strength characteristic.](#)

### 9.4.0

Q: Where do you measure from to see if a Necron is within 6" of a unit of the same type for WBB rolls?

A: [Each model measures individually. Any models in a unit farther than 6" away are lost.](#)

### 9.5.0

Q: Are Scarabs created by a Tomb Spyder worth any Victory Points?

A: [No.](#)

## 10.0.0 Ork Clarifications (*Last Updated 09/11/06*)

### 10.1.0

Q: Regarding Mobbing up:

A) When an Ork unit 'mobs up' with another unit, does it fully become part of the unit it is joining? Do the new members of the unit gain the special rules of the unit they joined? Do units with special rules that mob up into another unit lose their special rules? For example, a Falling Back Mob of Tankbustas (who have the Tank Hunters Special Rule) mobs up with a Slugga Boyz Mob. Do the former Tankbusta models lose the Tank Hunter Special Rule? If the situation is reversed (the Sluggas mob up into the Tankbustas) do the Slugga models now gain the Tank Hunters skill (being part of a Tankbustas Mob now)

**A: Models retain wargear, weapons, and abilities of their previous unit and do not get any new benefits from joining the new unit.**

B) The Mob up rules explain how Victory Points are calculated when the two Mobs combine, but no mention is made of how mobbing up affects starting strength (and 50% starting strength) for in-game purposes (such as the ability to regroup or Scoring Unit status). For example, a Mob of twenty Slugga Boyz has lost twelve models, is Falling Back and is no longer considered a scoring unit. If another Mob of four Shoota Boyz (out of an original ten models in the Mob) is behind them and the Slugga Boyz Mob successfully mobs up with them, is the Mob now considered a scoring unit?

**A: No. Use the original starting strength of the original unit to determine the ability to regroup or Scoring Unit status.**

C) Can a Falling Back unit mob up with a unit that is also Falling Back?

**A: No.**

D) Can a Falling Back unit mob up with a Pinned unit? If so, does the newly created Mob remain Pinned?

**A: Yes and yes.**

E) Can a Falling Back unit mob up with a unit that is locked in combat? If yes, and they mobbed up during the shooting phase, do the newly mobbed up models fight in the close combat in the following Assault phase?

**A: No.**

### 10.2.0

Q: Can Orks use the power of Waagh when making a sweeping advance as the codex seems to say they can?

**A: No.**

### 10.3.0

Q: The rules for Dok's Tools have no time or location restriction of when or how an Ork can be healed (simply that the attempt is made at the end of the enemy's shooting phase). Can a Mad Dok heal an Ork that was wounded or killed in a previous turn, or can he only heal wounds/casualties that were inflicted in the previous enemy shooting phase?

**A: Previous shooting phase.**

## 11.0.0 Space Marine Clarifications (*Last Updated 2/23/07*)

### 11.1.0

Q: If a Chaplain and his squad charges into hand to hand, but the Chaplain is killed before his squad rolls their attacks, do they still get to re-roll missed hits per the Litanies of Hate rule?

A: Yes.

### 11.2.0

Q: What happens when a drop pod scatters onto a friendly unit?

A: Treat it just as if it were an enemy unit or impassable terrain.

### 11.3.0

Q: How does a Space Marine Librarian determine who he can assault when using Fury of the Ancients?

A: If he has a Command Retinue or joined a squad, he must assault the unit his Command Retinue or squad shot at. If he is acting as an Independent Character, he can assault any unit he chooses within charge range as Fury of the Ancients is not a shooting attack.

### 11.4.0

Q: If a scatter roll were to take a Drop Pod off the table, what happens?

A: Lost and counts as destroyed.

### 11.5.0

Q: Page 33 says: “Any Command squad, Veteran squad, Terminator squad, Dreadnought, Scout squad, Tactical squad, or Devastator squad may be equipped with a drop pod”. Can Terminator Assault squads and/or Terminator Command squads (neither of which is included in that list) take a Drop Pod?

A: Yes.

### 11.6.0

Q: Do models in Terminator units follow the full rules for terminator armor described in the Wargear section? The rules never state that they do.

A: Yes.

### 11.7.0

Q: Can you block a force weapon's instant Death ability with a psychic hood?

A: Yes.

### 11.8.0

Q: If a librarian does not have LOS to a unit within 12 inches can that unit be affected by Fear of Darkness?

A: Yes.

### 11.9.0

Q: Does Tigurius double the effective range of Fear of the Darkness up to 24 inches, or is the “range” of the power actually “self” (cast on the psyker).

A: Range of Fear of the Darkness is considered 12”, so Tigurius doubles the effective range to 24” in this case.

### 11.10.0

Q: Can you select a space marine command squad without an accompanying IC (as a free-standing HQ choice)? The rules seem to allow it.

A: No.

### 11.11.0

Q: If multiple Castellan Minefields occupy the same area do enemy models that move roll for each minefield, or just once?

A: [Just once.](#)

### 11.12.0

Q: Castellan Mines are listed as Ordnance Barrage weapons. Do units that suffer wounds from a minefield have to take a Pinning Test? Are hits on a vehicle caused by a minefield counted as “Ordnance”?

A: [Yes and Yes.](#)

### 11.13.0

Q: Page 39 says: “*Any enemy model moving over the minefield triggers a mine on a roll of 4+. . .*” Does this mean that **every time** a model moves in a minefield it has to roll to see if it triggers a mine? Or does a model not test again until he leaves and re-enters the same minefield?

A: [Every time.](#)

### 11.14.0

Q: If a model has to test **every time** it moves, does all type of movement count? For example, a Space Marine model is standing in a minefield. An enemy model moves into the minefield and tests to trigger a mine (and luckily fails to do so). If that enemy model makes a charge move in the Assault phase does he test again? If the enemy model had to make a Consolidation or Pile-in move within the minefield would he test yet again?

A: [Only test on movement performed in the Movement phase.](#)

### 11.15.0

Q: Do Scout Bike Squadrons count as a “Bike Squadron” for the purposes of “Be Swift as the Wind”?

A: [No.](#)

### 11.16.0

Q: Veil of Time – when is it activated and what is allowed to be re-rolled?

A: [Movement phase and all rolls.](#)

### 11.17.0

Q: Can a Psychic Hood be used when the Librarian is not on the table (i.e. in Reserves)?

A: [No.](#)

### 11.18.0

Q: Can the Machine Spirit “operate” a weapon that has already been fired by the crew in the same shooting phase?

A: [No.](#)

### 11.19.0

Q: A Whirlwind must select its missile type “before the game begins”. Does this mean a player can wait right up until the start of the game (i.e. after deployment) to decide, or must this choice be made before deployment?

A: [Before deployment.](#)

### 11.20.0

Q: If a Space Marine squad rallies at the start of their turn, can they make a 3" consolidation plus then also move normally?

A: [No they must choose to either consolidate or make a standard move.](#)

## **12.0.0 Space Wolf Clarifications** (*Last Updated 09/11/06*)

### **12.1.0**

Q: The Old & Wise special rule allows a re-roll of the dice to see who gets the first turn. If this special rule is used to re-roll the dice to go first and the re-roll results in a tie between the players (and both players then subsequently roll their dice again), can the Space Wolves player then force a re-roll of the subsequent roll to go first? In other words, does a tie result reset the whole process (thereby allowing another potential re-roll)?

A: No, you can never re-roll a re-roll.

### **12.2.0**

Q: Does the psychic power "Storm Caller" allow squads to charge with the benefits of cover, thusly hitting at Initiative 10?

A: Refer to GW Space Wolf FAQ.

## 13.0.0 Tau Clarifications (*Last Updated 09/11/06*)

### 13.1.0

Q: Can a marker drone in a unit using Advanced Stabilization Systems move and fire it's Markerlight?

A: No, the Advanced Stabilization System only directly affects the model equipped with it.

### 13.2.0

Q: The Armoury restrictions say that “No model may pick the same item twice.” and the rules for the drone controller state that “A model with a drone controller must take one or two Gun, Marker or Shield Drones in any combination, from the Wargear list.” May a model with a drone controller take two of the same Drone type (such as two shield drones)?

A: Yes.

### 13.3.0

Q: The Smart Missile System rules state: “Models firing a smart missile system do not need to make a Target Priority test.” Does this only apply if the model is **exclusively** firing a smart missile system, or does the act of firing a smart missile system exempt the model from taking a Target Priority test regardless of what other weapons he may be firing? Does this exemption apply only if every model in the unit has a smart missile system, or does having a single model in the unit firing a smart missile system exempt the entire unit from taking a Target Priority test?

A: Only applies to firing the smart missile system. So if any other weapon is fired, target priority must be taken unless one target is being fired at by only smart missiles, in which case no test is required to target it.

### 13.4.0

Q: Kroot equipped with a Kroot Rifle “count as having an additional close combat weapon.” However Kroot are not normally armed with another single-handed weapon to use in close combat. Was the intention of this rule that Kroot equipped with a Kroot Rifle should always get the +1 Attack bonus in close combat for having two single-handed weapons?

A: Yes. +1 attack.

### 13.5.0

Q: Gun Drones disengage “in the same way as infantry dismount from a transport and form an independent unit.” When Gun Drones disengage from a vehicle are they placed within 2 inches of any vehicle access point (as passengers are), or are they place within 2 inches of their particular “recesses”?

A: 2" of their recesses, in coherency.

### 13.6.0

Q: If disengaged Drones must be placed within 2 inches of their particular recesses, how is the situation handled if the vehicles are 4 inches apart (vehicle squadron coherency) and disembarking passengers must be placed within coherency of each other?

A: Not applicable. Each vehicle's gun drones in a squadron form a separate unit.

### 13.7.0

Q: Are disengaged Gun Drone units immune to Leadership based tests (since their Ld is “n/a”)? If not, what Ld value do they use?

A: No. Use the leadership profile from the drone squadron.

### **13.8.0**

Q: Do Gun Drones on a vehicle all disengage if the vehicle suffers a penetrating hit and take a pinning test? What happens if a single vehicle in a vehicle squadron takes a penetrating hit?

A: Yes. That particular vehicle's gun drones must disengage and take a pinning test.

### **13.9.0**

Q: Does a Multi-tracker allow the Airbursting Fragmentation Projector to be fired with another weapon in the same turn?

A: Yes. Despite using the large blast marker, the AFP is not Ordnance and can be combined with other weapons normally.

### **13.10.0**

Q: Does a Hammerhead Submunition shot scatter?

A: No. Despite using the large blast marker, it is not Ordnance.

### **13.11.0**

Q: Does the "Price of Failure" affect units in transports?

A: No.

### **13.12.0**

Q: Can an Ethereal's Honour Guard take a Devilfish transport?

A: Yes. It is a normal Fire Warrior unit with all normal Fire Warrior options. Of course the unit must number 12 models or less in total.

## 14.0.0 Tyranid Clarifications (*Last Updated 2/23/07*)

### 14.1.0

Q: Do Spore Mines launched from a Biovore cause Pinning if they detonate on the turn they are launched (since they are fired as a Barrage weapon)? Does this apply if they spend a few turns drifting before they detonate?

A: Yes. No.

### 14.2.01

Q: Does a Spore Mine that entered play via Deep Strike cause Pinning?

A: Yes.

### 14.3.01

Q: Can Tyranid creatures be hurt by Spore Mines?

A: Yes. Tyranids don't trigger their own Spore Mines, but if they happen to be caught in the blast they're hit just like anyone else.

### 14.4.0

Q: Can a Carnifex be given two of the "Twin-Linked Devourer/Deathspitter" bioweapons? Thus giving for example, 8 shots twin linked, if given two TL devourers?

A: Yes.

### 14.5.0

Q: If a carnifex is given two venom cannons, or two barbed stranglers, does the creature gain two separate weapons, each twin linked, or a single weapon that is twin linked? For example, if given two venom cannons, does it get 4 shots twin linked, or 2 shots twin linked?

A: Single weapon, twin-linked.

### 14.6.0

Q: Does taking Multiple Lash Whips on the same creature have any benefit?

A: Yes.

### 14.7.01

Q: If multiple creatures with a Lash Whip are in base contact with the same model are the effects of each cumulative?

A: See GW FAQ, Tyranids, p4.

### 14.8.0

Q: If a Carnifex has Rending Claws do their Bio-Plasma and Tail Attacks benefit from the Rending ability?

A: No.

### 14.9.0

Q: How do the Shadow in the Warp & Runes of Witnessing interact with each other?

A: They cancel each other out. Roll as normal.

### 14.10.0

Q: How long does a target unit benefit from the Catalyst psychic power (currently the rules do not state how long they benefit)?

A: To the end of the assault phase.

#### **14.11.0**

Q: Does Toxic Miasma stack in a multiple combat? For example, a group of marines are assaulted by 1 Zoanthrope and a Hive Tyrant with miasma. Is their WS reduced by 2, or only 1?

A: [No, toxic miasma effects do not stack.](#)

#### **14.12.0**

Q: Are the Biomorphs Adrenal Glands: Initiative +1 and Adrenal Glands: Weapon Skill +1 considered the same Biomorph for the restriction on page 32 (that the same Biomorph may not be taken more than once on the same creature)?

A: [No.](#)

#### **14.13.0**

Q: Can leaping Tyranid warriors or rippers be setup in Escalation?

A: [Yes.](#)

#### **14.14.0**

Q: How many dice do Tyranid Monstrous Creatures roll for moving through Difficult Terrain?

A: [They roll 3D6 \(like all Tyranids\) and may choose to re-roll the dice. All three dice must be re-rolled or none.](#)

#### **14.15.01**

Q: How do Fearless models act when subject to Instinctive Behavior?

A: [See GW FAQ, Tyranids, p4.](#)

#### **14.16.0**

Q: Do Synapse creatures count as Psykers?

A: [Yes.](#)

#### **14.17.0**

Q: Does Bio-plasma hit Skimmers on a 4+ or 6+?

A: [Bio-plasma hits on 4+ regardless of target type. This includes Skimmers, vehicles moving over 6", and even immobilized and stationary vehicles.](#)

#### **14.18.0**

Q: Do Tyranid units in Reserve have to check for Instinctive Behavior to move onto the table?

A: [No.](#)

#### **14.19.0**

Q: Do Tyranid units that come back into play due to the "Without Number" special rule give up Victory Points each time they are destroyed or just the first time?

A: [Each time.](#)

#### **14.20.0**

Q: On the turn a Biovore fires a Spore Mine Cluster, for the purposes of determining vehicle armor facing, does the mine model itself count as the "firer" or does the Biovore model? If the Mine model is considered the "firer" what armor facing is used if the mine is centered over the vehicle model?

A: [The biovore model counts as the firer for determining armor facing.](#)

**14.21.01**

Q: If a Spore Mine model Deep Strikes and hits a vehicle, what armor facing is used for armor penetration?

A: Use the final placement of the center hole of the template after scatter to determine the armor facing being effected. If the exact center of the vehicle is targeted where no armor facing can be definitively determined and a "HIT" is scored, use front armor.

**14.22.0**

Q: Can a Carnifex armed with two shooting weapons (i.e. Venom Cannon and Barbed Strangler) plus the Spine Banks biomorph shoot all three of the above in a single turn?

A: Yes.

**14.23.0**

Q: Can a Spore Mine initially be placed directly on top of an enemy model?

A: Yes.

## 15.0.0 Witchhunter Clarifications (*Last Updated 09/11/06*)

### 15.1.0

Q: How do you treat the use of templates or blast markers when using the “Divine Guidance” Act of Faith?

A: The owning player should, as normal, determine whether they want to use the Divine Guidance Act of Faith before determining wounds and make the appropriate Faith check. Now apply the standard multiple blast/template rules for Wounding (see 2.25) and apply the Divine Guidance rules to each successive template/blast result.

### 15.2.0

Q: A unit of Arco-flagellants require a “priest” in order to be fielded. Does taking allied **Imperial Guard Priests** meet this criteria (or must a priest specifically from the Witch Hunter codex be taken before Arco-flagellants may be chosen)?

A: No. Requirement must be filled from the WH codex.

### 15.3.0

Q: Can the Sisters of Battle Shield of Faith ability be used to cancel the Tyranid power of Psychic Scream?

A: No.

## **16.0.0 Using Cities of Death Ruins in a Normal Game of 40k** (*Last Updated 2/23/07*)

### **16.1.0**

Q: I have heard that Cities of Death ruins may be used on certain tables at AdeptiCon. Are the Cities of Death rules being used?

A: No, the normal 40k terrain rules will be utilized for all games at AdeptiCon. However, some elements of the Cities of Death rules will be incorporated. Consult the Q&A's below for details on exactly which elements are in effect.

### **16.2.0**

Q: How is unit coherency measured when a unit is spread across multiple levels of a ruin?

A: When dealing with vertical spacing of a unit, unit coherency is measured from the head or body of the model on the lower level to the base of the model on the higher level.

### **16.3.0**

Q: When moving models vertically in area terrain, can models end their move in between levels?

A: Models must always end their move on a horizontal level. So if a player doesn't roll enough movement on his difficult terrain dice to reach the next level of a ruin, effectively the model may not move vertically that movement phase.

### **16.4.0**

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, is the unit destroyed via the "Trapped!" rule?

A: No. The unit moves as far back horizontally within the ruin as it can towards its Fall Back point and then stops.

### **16.5.0**

Q: Can models on tall ruins see over smaller ruins?

A: No, all ruins are counted as Size 3 area terrain at AdeptiCon and therefore line of sight cannot be drawn over or through any portion of them.

### **16.6.0**

Q: Can models on an upper level of a ruin see over vehicles and other models on the ground?

A: In some cases. Use a model's eye view from the firing model to determine if line of sight can be seen over intervening models (including vehicles) and non-area terrain.

### **16.7.0**

Q: Are ranges measured only on a horizontal plane, or do I still measure base-to-base when models are on different levels?

A: Measuring is always done base-to-base (or to the body/hull in the case of a model without a base). This means that if the models are at different levels, the tape measure will be held at an angle.

### 16.8.0

Q: When firing a Blast/Ordnance/Template weapon into a ruin are models on every level under the blast/template hit?

A: No. Use the following guidelines when firing a Blast/Ordnance/Template weapon into a ruin:

Blast/Ordnance: the firing player must declare one level in the ruin that will be hit by the blast. Only models on that level are affected by the blast, even if it ends up scattering somewhere else.

Template: the firing player must declare one level in the ruin that will be hit by the template, and it can only be one level up or down from the firing model (unless the model is a Skimmer). Only models on that level are affected by the template.

Barrage: When a Barrage weapon hits a ruin (after any potential scatter is resolved), the highest level under the center hole of the blast is hit. Only models on this level *and* under the marker are affected by the blast. If the Barrage ends up hitting outside the ruin (aka the ground level), then models on the upper levels of a ruin will naturally not be affected.

### 16.9.0

Q: When dealing with Assaults covering multiple floors of a ruin, when is a model considered *engaged*?

A: Follow the guideline presented in question 16.2. *Engagement* range is measured between the head/body of a model on the lower floor to the base of a model on an upper floor.

### 16.10.0

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

A: In general, models are allowed to charge enemies they cannot physically get into base contact with because of difficult terrain. When dealing with multiple floors, although enemy models cannot be contacted directly “through the floor”, defending models that could be reached if both units were on the same floor are eligible to be charged.

### 16.11.0

Q: Can skimmer transports end their move over a ruin and disembark their passengers?

A: Yes, however disembarking models may not be placed directly under the skimmer and they may only disembark onto the highest level of the ruin that is under the skimmer.

## 17.0.0 Eldar Clarifications (*Last Updated 2/23/07*)

### 17.1.0

Q: How do the Runes of Witnessing in one Eldar army work against the Runes of Warding in another army? What about when the opposing army is a Tyranid army with a Hive Tyrant with Shadow in the Warp?

A: In both circumstances, they cancel each other out; neither is used while either remains in play.

### 17.2.0

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

A: No, +1 is the maximum.

### 17.3.0

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

A: No, as both are special close combat attacks

### 17.4.0

Q: How are multiple shots from the Exarch's Tempest Launcher resolved?

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

### 17.5.0

Q: Can Skyleap be used to leave play in the same turn the unit Deep Strikes in?

A: No, the unit may not Skyleap on the turn it Deep Strikes.

### 17.6.0

Q: Can Skyleap be used if the unit contains an Autarch without Wings?

A: The Autarch may only utilize Skyleap if he has Wings.

### 17.7.0

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

A: Yes.

### 17.8.0

Q: Can Guardians with a Heavy Weapon Platform embark on a transport vehicle?

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

### 17.9.0

Q: Can a Fire Prism contribute its Prism Cannon to another Fire Prism that is more than 60" away?

A: Yes.

### 17.10.0

Q: Can a Fire Prism still contribute its Prism Cannon even if the Cannon is destroyed or the vehicle is Shaken?

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

### 17.11.0

Q: Can a Fire Prism that contributes its Prism Cannon still fire its other weapons at a separate enemy target?

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

**17.12.0**

Q: Can vibro cannons affect models out of LOS? Can they hit units locked in combat?

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

**17.13.0**

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

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

**17.14.0**

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

A: One. Embarked units do not count towards the Divination total.

**17.15.0**

Q: Can Farseers, Warlocks and Autarchs Fleet while mounted on a Jetbike, and in the case of an Autarch, while equipped with a Jump Generator?

A: No in all cases.

**17.16.0**

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

A: No.

**17.17.0**

Q: Does a character who joins a Harlequin unit with a Shadowseer and the Veil of Tears benefit from the Veil of Tears?

A: Yes.

## **18.0.0 Dark Angel Clarifications** (*Last Updated 2/23/07*)

### **18.1.0**

Q: Can Dark Angels assault from their Drop Pods on the turn that they arrive?

A: No.

## **19.0.0 Imperial Armour Clarifications** (*Last Updated 2/23/07*)

### **19.1.0**

Q: Do Fearless units have to Fall Back if they fail to destroy a super-heavy vehicle in close combat?

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

### **19.2.0**

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

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

### **19.3.0**

Q: Can template weapons hit a flyer making its attack run?

A: No.

### **19.4.0**

Q: What unit classification are Great Knarloc units?

A: Infantry.

### **19.5.0**

Q: When fielded in a Kroot Mercenary army, can Great Knarloc units infiltrate?

A: No.

### **19.6.0**

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

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

### **19.7.0**

Q: Are Fearless Tyranid creatures affected by Instinctive Behavior?

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

### **19.8.0**

Q: Can the brood following the Trygon through his subterranean tunnels move, shoot and Assault the turn it arrives?

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

### **19.9.0**

Q: If the Trygon doesn't move the turn after he arrives, can the brood following him in the tunnels still move onto the board?

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

### 19.10.0

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

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

### 19.11.0

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

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

### 19.12.0

Q: Can the Bombard reload on a turn its crew is Shaken or Stunned?

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

### 19.13.0

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

A: They are separate units (deployed at the same time). The Trojan is a scoring unit on its own and worth standard Victory Points.

### 19.14.0

Q: Which armies may utilize a Warhound Titan?

A: Any Imperial Guard, Space Marine, Daemonhunter, or Witchhunter army.

### 19.15.0

Q: What Chaos armies can take a Chaos Warhound Titan?

A: Any Chaos Space Marine or Lost and the Damned army.

### 19.16.0

Q: How do the spore mines left after a Meiotic Spore explodes work?

A: Use a single spore mine to denote the cluster. This spore is placed in the initial spot that the meiotic spore originally exploded and can be placed in contact with an enemy. If this initial placement would be over an enemy model, move the cluster the minimum distance so that it may be placed on the tabletop. This marks the location of the cluster as it begins to drift downwards towards the battlefield. The cluster takes no action on the game turn that it appears and cannot be assaulted or shot at. On the Tyranid player's next turn, roll a scatter die and a d6 and scatter the cluster. If a HIT is rolled, do not scatter the cluster. This is where the spores ultimately land. Place all spores in the cluster on the table. At this point, all normal spore mine rules apply, including detonation if in contact with an enemy model.

### 19.17.0

Q: How do "self-destructing" models work for VP points? Cyclopes have their own rules (as per the FW FAQ), namely that if they self-destruct they don't give the opponent VPs. (IAv1 FAQ). Does this extend to other self-destructing things, like spore mine clusters, meiotic spores, fail safe detonator, etc.

A: Models will give up their VP's when they self-destruct unless a specific rule or FAQ ruling says otherwise.

### 19.18.0

Q: If immobile units must start the game in reserve due to mission rules, what happens?

A: If an immobile unit has no feasible way to be deployed on the battlefield when they are made available via the Reserves special rules, then they are counted as destroyed for VP purposes and take no part in the battle.

### 19.19.0

Q: How are mass points treated for Tyranid Monstrosities as far as Victory Points are concerned?

A: Mass points are ignored for calculating the starting number of wounds for a model.

### 19.20.0

Q: At what point in time is a Super Heavy vehicle counted as Immobile for VP purposes? After the first Immobilized result on a damage table or only after a Super Heavy vehicle has been reduced to 0" of movement?

A: When reduced to 0" of movement.

### 19.21.0

Q: Dreadclaws deploy according to "drop pod rules". What does this mean exactly? Does this mean using the Space Marine Codex Drop Pod Assault rules?

A: No; Dreadclaws use the Imperial Armour Volume 2 Drop Pod rules which are significantly different than the Space Marine Codex rules. They are essentially truncated below:

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

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

### 19.22.0

Q: What happens to passengers embarked on a Squiggoth when it dies?

A: Treat the passengers in the same manner as if they were in an opened top vehicle that was destroyed. This means rolling for casualties and counting as entangled.

### 19.23.0

Q: Weapons that are classified as "Titan Killer" - how do they affect creatures with Mass Points or Wounds?

A: Each unsaved wound caused by a weapon classified as a Titan Killer causes d3 structure points, mass points, or wounds.

## 20.0.0 AdeptiCon Gladiator Tournament Clarifications (*Last Updated 2/23/07*)

### 20.1.0

Q: Can Enslaver rules (found on the GW UK website) be used in any AdeptiCon 40k tournaments?

A: Only in the 40k Gladiator Tournament.

Q: Regarding Enslavers:

a) Do I need to assign enslaver dice to my own army in order to use those units?

A: Yes.

b) Do Enslaver leadership modifiers stack? For example, if a unit is within 6" of two enslavers is the leadership penalty -2 or -4?

A: Enslaver leadership modifiers will not stack with each other. The leadership penalty would be -2.

c) How do you handle Enslaved units that are in reserve or always deploy via deepstrike?

A: Those units must be assigned Enslaver dice prior to rolling for reserves.

d) Can I potentially take two separate units of Enslavers as my army's 2 HQ choices?

A: No, treat Enslavers as a 0-1 HQ choice.

e) Is an Enslaver unit considered a scoring unit?

A: Yes. An Enslaver unit is not made up of Independent Characters. They count as a scoring unit and can be targeted as normal.

f) What happens if I have no Enslavers on the table at any given point in time?

A: You cannot assign dice to any of your units so your army does nothing until Enslavers become available.