



Unofficial WAU 40K FAQ



The Unofficial WAU 40K FAQ is a compilation of the various official and unofficial Q&As published by Games Workshop on their website. Also included are interpretations made by the [WargamerAU](#) website community.

The answers contained in this FAQ compilation have all been thoroughly researched. Every effort has been made to consider all available resources including the game designers' opinions where known, rulebooks, army books, annuals, documents from the Games Workshop website, and White Dwarf articles. All sources have been quoted with sources so you can tell if it's an official answer, interpretation or an issue that has been indirectly answered by GW on their website (in unofficial Q&A's on GW's community forum or their own Grand Tournament FAQs)

The Purpose of the " Unofficial WAU 40K FAQ " is to allow organisers to see how the rules have been interpreted in other tournaments. It's up to the organisers to decide if they want to use any or all of the clarifications. This way we hope all players will get a better experience, knowing how the rules will be interpreted in advance.

New Rulings have had a * placed next to the source so you can easily tell what rule interpretation has changed or been added.

Sources

<i>BGB</i>	- Warhammer 40,000 Rulebook (Big Green Book)
<i>Official GW FAQ</i>	- Official GW FAQ
<i>UK '06 GT FAQ</i>	- GW UK GT 2006 FAQ
<i>GW EoT FAQ</i>	- GW Community Forums FAQ
<i>WAU Interpretation</i>	- WargamerAU Consensus

Kind thanks to:

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Warhammer 40,000 BGB

1.0 General

Q./ 1.01 - 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 Spyderys/Scarabs, Hive Tyrant/Tyrant Guard and the Spear of Khaine (Avatar). Are units such as these treated as a "Large Target" for target priority?

A./ Yes, the unit counts as a 'Large Target' if it contains a Monstrous Creature for 'Target Priority' (WAU Interpretation*)

Q./ 1.02 - If the rules say that I can re-roll a 2D6 (or 3D6) roll, can I re-roll only one dice (or two out of three), or do I have to always re-roll all of the dice?

A./ All of the dice unless differently specified in the special rule that confers the re-roll. (GW Official FAQ)

Q./ 1.03 - When a rule says 'once per turn' (like in the case of master-crafted weapons, psychic powers, etc.), does this mean once per game turn?

A./ Always assume the word 'turn' to mean 'player turn', unless the text specifies game turn. This is not true, however, of the 'Organising a battle' section of the rule book, where the opposite is true (so in this section 'turn' means 'game turn'. (GW Official FAQ)

Q./ 1.04 - Are all actions that happen at the "start of the turn" considered to be simultaneous even if we can't physically perform the actions at the same time, or if we choose to resolve one action at the "start of the turn" before another do the effect of that action impact subsequent actions that also occur at the start of the turn"?

A./ The active player may choose the order of what 'start of the turn' actions are resolved. (WAU Interpretation*)

2.0 Shooting

Q./2.0.01 - During the shooting phase, when do you declare what weapons are being fired? To the best of our understanding, you need to declare before measuring range - otherwise, you wouldn't know if you are outside of range. Is this correct?

A./ You identify the unit firing, its target and the weapons that are firing; then you measure the ranges and proceed normally from there. (GW EoT FAQ)

Q./2.0.02 - If you are out of range, do weapons count as fired? And if so, do you need to roll to hit if there are potential dangers, ie 'gets hot'?

A./ If you say you are firing a weapon and it turns out that it isn't in range then the shot has been fired and has missed harmlessly. (GW EoT FAQ)

Q./2.0.03 - If you decide to fire the combi-melta as a melta-gun but are out of range, did you just use your one shot?

A./ Yes (GW EoT FAQ)

Q./2.0.04 - Are you required to fire twice with rapid fire weapons if within 12"?

A./ You may choose not to fire with weapons at all but if you fire them they must fire at their maximum rate for the range. Troops in action are a bit less calculating than their controlling players might like. (GW EoT FAQ)

Q./2.0.05 - Does the centre of a blast/large blast have to be placed over the centre of a model or just so the central hole is over the model?

A./ The entire hole in the blast marker can be placed anywhere over the base of a target non-vehicle model or over the hull of a target vehicle. (GW Official FAQ)

Q./2.0.06 - Ordnance weaponry and the 'casualties must be from range and LOS rule.' – What happens when your battle cannon shot scatters out of LOS or Range (possibly onto a different unit) – do the casualties have to come from in range and LOS as per normal shooting rules – or do these not apply to a scattering Ordnance shot?

A./ A scattering Ordnance shot can hit and kill models that are out of LOS and range. These models would of course get there cover saves for any intervening terrain. (GW Official FAQ)

Q./2.0.07 - How do you determine if a vehicle is hull-down against ordinance fire? As indirect ordinance ignores LOS rules, would that mean that vehicles never have hull-down against ordinance? In the same vein, would squads never get cover saves?

A./ Cover/obscured is determined based on the direction a shot is coming from, so in the case of a Leman Russ firing a battle cannon at a Trukk, judge it just as you would if the Leman Russ was firing its hull lascannon. It doesn't matter if the battle cannon shot scatters, the initial line of fire is all that is important. When it comes to barrage weapons, cover/obscured is based on a line from the middle of the (large) blast marker's final position to the nearest point of the target (GW EoT FAQ)

Q./2.0.08 - 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./ No, as Invulnerable saves are much like cover saves, separate to Armour saves. (WAU Interpretation*)

Q./2.0.09 - 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?

A./ Yes as long as it's a Special Close Combat Attack, (list is on P46 BGB, further explanations are on p25 & 76) (WAU Interpretation*)

Q./2.0.10 - How do I resolve blast/template weapons? Can I spilt the templates up between normal shooting? ie flame a squad, shoot the rest with bolters then resolve a plasma cannon hit? How do I resolve Fire Superiority in regards to Template weapons since they are resolved Separately.

A./ There is no order; however all templates and blast weapons are resolved sequentially (as per the rules) one at a time, and all normal weapons are then resolved after all shooting from that unit has finished (as there is no stipulation to resolve normal weapons immediately. Also, the wounds from

template weapons count towards Fire Superiority and is the save is resolved after all the unit has fired. (WAU Interpretation*)

Q./2.0.11 - When dealing with 'Fire Superiority' and 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? If the wound **is** resolved before allocating wounds to mixed armor, can this casualty affect the status of majority armor in the unit?

A./ No, Before applying wounding hits including 'Fire Superiority' you ascertain which armour type is in the majority taking into account LOS and range. (WAU Interpretation*)

Q./2.0.12 - 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 one and applies to independent characters (WAU Interpretation)

Q./2.0.13 - Regarding Multiple Wounds "you must remove whole multiple-Wound models from the unit as casualties where possible – wounds may not be 'spread around' to avoid removing models." What exactly does "where possible" mean? Does this mean the owning player always have to be 'building towards' removing a casualty by placing wounds on an already wounded model?

A./ Whole models must be taken off where possible; as long as you are removing a model when you can. (WAU Interpretation*)

Q./2.0.14 - 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 un-wounded (whole?) model or can they choose to place it on the already wounded model?

A./ No, they must place it on an already wounded model if possible, as you cant 'spread' wounds around to avoid removing a model. Please note all shooting from a single unit is simultaneous and wounds must be applied to separate models. i.e. you cannot apply a wound to a model then apply an instant-kill wound to the same model to avoid causing more wounds to the unit. (WAU Interpretation)

Q./2.0.15 - Does an infantry model on a Size 3 hill count as size 3 or as size 5 (3+2) in regards to LOS into/over Area Terrain and over other models? And what about a Size 3 tank on a hill?

A./ The size of the hill is not added to the models size, but rather the model counts as being the same size as the hill. Both models therefore count as Size 3 for the purpose of LOS over Area Terrain and other models. Remember, however, that when working out LOS with normal terrain (not Area Terrain), real line of sight is used, so being on a hill is still advantage for a tank. (GW Official FAQ)

Q./2.0.16 - When a unit is being shot at and has multiple toughness (for example a unit of Wraiths with an attached Destroyed Lord), how does the multiple Toughness rule work when the only model that can be seen or is in range is the one with a different Toughness reduced by being part of a lower Toughness unit when the lower Toughness models aren't viable targets and may not be struck?

A./ Yes, its Toughness is still reduced. (GW Official FAQ)

Q./2.0.17 - In the example above, what happens if some firing models (from the same unit) can only see the Lord and others the entire unit?

A./ Resolve the shooting of the two groups of firing models from the same unit separately. (GW Official FAQ)

Q./2.0.18 - When a stationary firing unit targets an enemy unit and only some of the firing units rapid fire weapons fall in the 12" range, what happens?

A./ Solve them separately as above. All firing models with 12" fire two shots (these shots can only hit members of the target unit within 12"). The firing models outside 12" fire a single shot (these can hit all members of the target unit within 24"). It is more practical to resolve the closest shots completely first (including removing casualties) and then resolve the long range ones. (GW Official FAQ)

Q./2.0.19 - When a single firing unit inflicts a number of unsaved wounds from both long and short ranged weapons, how are casualties removed? For example: a squad fires a lascannon and a meltagun. Could the controlling player remove the closest model because of the lascannon shot and claim that the meltagun is now out of range?

A./ No. As the shooting is simultaneous and you cannot allocate two hits to the same model before you have allocated one hit on every model in the unit, the two weapons would hit different models, and the models within 12" must be hit by the meltagun. (*GW Official FAQ*)

Q./ 2.0.20 - *With Target Priority, can you ignore a closer large target to shoot at a smaller target that is further away?*

A./ No, you can ignore smaller targets for larger ones, but not the other way around, even if the unit cannot harm the larger target (*BGB, Page 19**)

Q./ 2.0.21 - *Page 30 says: "Models whose bases are partially covered by the blast 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./ No, you must entirely cover the base. (*WAU Interpretation**)

Q./ 2.0.22 - *How far behind cover do you have to be to benefit from a cover saving throw?*

A./ The line firers line of sight simply has to cross over or through cover so that the target models are partially obscured. (*BGB, p25**)

2.1 Weapons

Q./2.1.01 - *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." Is the range of the weapon what's listed in the profile (typically 24 or 30"), or is the 12" limitation the range, also, can I shoot only once with a Rapid-fire weapon at a target within 12"?*

A./ Rapid Fire weapons have a range of 12" if firing twice (GW EoT FAQ)

Q./2.1.02 - *Is a model that moved 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./ Yes, as the rules state you can not must and 'can' is permissive, as usual all shooting is simultaneously and must be declared before dice are rolled. Please note if you fire a Rapid Fire weapon (regardless of the amount of times you shot) you may not assault. (WAU Interpretation)

Q./2.1.03 - *Page 30 of the BGB 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 this work with 'Fire Superiority'?*

A./ Once the criteria for superiority has been fulfilled, then superiority may be enacted, however the owning player chooses the save that is taken. (WAU Interpretation)

Q./2.1.04 - *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*

A./ He suffers a single wound as 'Gets Hot' merely says the model is wounded with no reference to the weapons strength – You are not instant killed. (WAU Interpretation)

Q./2.1.05 - *When I fire a frag missile (blast marker), my opponent can chose the casualties he takes; he doesn't have to take the ones under the marker. When I fire a battle cannon (ordnance using a blast marker), is it the same way or do casualties have to come from under the marker?*

A./ Yes, its the same deal for Blast and Ordnance weapons. Casualties have to be in LOS and range. (WAU Interpretation)

Q./2.1.06 - *if i have a squad that the majority of the unit is in cover thus getting a cover save.... i then take a cover save.. can i take a model out of cover instead of one in cover as the one that dies?*

A./ Yes, as the owning player chooses the model that takes the casualty. (WAU Interpretation*)

3.0 Assault

Q./ 3.01 - *When charging a unit that is partially in cover do you have to make a difficult terrain test, or can you choose to just engage the models outside the cover.*

A./ The assault move should be resolved following the normal rules for moving charging models, against all of the models in the enemy unit (the chargers cannot decide to assault only the enemies outside the cover.) If this means that any of the charging models has to enter difficult terrain to engage an enemy, the entire unit must take a difficult terrain test before the first charging model is moved. (GW Official FAQ)

Q./ 3.02 - *Assaulting multiple units – do you have to completely engage the primary target (including filling the kill zone) before moving on to secondary targets – or do you just need to engage the primary target with at least one model before moving onto the secondary target*

A./ At least one model – Assuming you are also fulfilling all other charge requirements, (ie models within coherency, contacting unengaged models, etc). (GW Official FAQ)

Q./ 3.03 - *If a unit in a multiple combat cannot pile in to base contact does it still count as engaged? If not does it consolidate?*

A./ If, for some reason, the Pile In moves of the unit is insufficient to allow them to get any models engaged, then the unit is no longer engaged and may make a consolidate move . (GW Official FAQ)

Q./ 3.04 – *Sometimes a model a model will only count as being in cover if assaulted from a specific direction, what happens if you start in cover but the enemy is not; does the enemy get a cover bonus.*

A./ Yes, as the direct line between the charging models and there target unit cross cover. (BGB, p39*)

Q./ 3.05 - *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./ The combat has past its first round so no cover bonus is gained by defenders already fighting, ie it is no longer the first round of combat for *both* participants (BGB p39*)

Q./ 3.06 - *Does this same rationale apply to grenades? If a unit charges an enemy unit within area terrain, but that enemy unit is already locked in an existing combat, can the chargers use grenades?*

A./ No, because cover has no effect in subsequent rounds of combat (BGB p39*)

Q./ 3.07 - *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 their remaining wounds (WAU Interpretation)

Q./ 3.08 - *Do engaged models that are not in base-contact (i.e. within 2” of a friendly model in base contact with the enemy) make Pile-In moves or not?*

A./ 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” in an attempt to contact enemy that were in the same combat. (BGB, P44, ‘Pile in Moves’)

Q./ 3.09 - *In a combat involving an Independent Character that has joined a unit (or is with his retinue), once you have worked out which side has won the fight, how do you resolve their Morale tests, sweeping advances, consolidation and piling in?*

A./ Independent Characters are treated as separate units when the models attacks are resolved (rolling to hit, to wound, taking saves)/ Once the result of the combat has been worked out, and before any Morale tests are taken by the losing side, Independent Characters become once again part of the squad that they have joined. (GW Official FAQ)

Q./ 3.10 - *If an Independent character, monstrous creature or any other model with multiple attacks is engaged in combat with two or more enemy units, can it split its attacks or does it have to direct all attacks against one of the units its engaged with?*

A./ Models with multiple attacks engaged in multiple fights must choose one enemy unit they are engaged with and direct all of there attacks against that one unit. (GW Official FAQ)

Q./ 3.11 – (Cities of Death Only) *If a unit occupies all available space on an upper level of a City Ruin and an enemy unit rolls enough distance on their Difficult terrain roll to reach the enemy unit but is unable to place any models into base contact due to lack of space is the charge considered failed? Or are the models considered to be in "base contact" in this case even if they can't physically be placed that way?*

A./ *The charge is considered to be failed, you need base to base contact for the charge to be successful. (WAU Interpretation*)*

Q./ 3.12 - *When exactly do consolidation/massacre moves happen? Do they happen as soon as an individual assault finishes or after all the assaults from that turn finish?*

A./ *Pick a combat and resolve (including massacre and consolidation moves) then move onto the next one (BGB, p36*)*

Q./ 3.12 - *What happens if I consolidate into an existing combat then? Can my opponent move away if they win that combat?*

A./ *They are locked, but not engaged, so they don't fight but they do stop the enemy units from consolidating/massacring away. (BGB, p44*)*

4.0 Morale

Q./ 4.01 - Can a unit that is pinned pass or enact psychic powers? (eg can a pinned seer council cast fortune on itself?)

A./ No (UK '06 GT FAQ)

Q./ 4.02 - 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./ Use the highest value. (GW EoT FAQ)

Q./ 4.03 - 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 touches the edge of the board (whether the movement is voluntary or not)?

A./ Any movement as per 'leaving the battle', ie. Ork Looted vehicles suffering from "Don't Press That - Waaagh!" If that 2D6 inch movement takes the vehicle to the edge of the board, it is removed from play. This means that friendly units may leave the table; however the unit cannot return to the battle and is considered destroyed. (p49, BGB*)

Q./ 4.04 - (**Cities of Death Only**) If a unit is on an upper level of a City Ruin and is forced to Fall Back but fails to roll enough distance to move vertically down a level (i.e. a '5' or less is rolled on the 2D6 since the distance is halved) is the unit considered "Trapped!" and destroyed since it cannot complete its Fall Back move?

A./ If the fleeing model cannot complete its full fallback move in any direction it is destroyed (p*48, BGB*)

5.0 Characters

Q./ 5.01 - Does an Independent Character that takes a retinue lose his Independent Character status while that retinue remains in play or do they always count as a Independent character in combat (so need to be in base contact at there Initiative step to attack)

A./ They always count as an Independent character in combat and if they are wounded they give up VPs as normal (GW EoT FAQ)

Q./ 5.02 - Can multiple independent characters join the same squad, and if so, is how many?

A./ Yes, there is no limit although the force organization chart is a limiting factor (GW EoT FAQ)

Q./ 5.03 - Sisters of Battle, Grey Knights and Black Templar's 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./ If the minor powers affect the units targeting ability or restricts/modifies the units ability in any way, then the Minor Psychic powers have no effect, in the case of Siren, it does not affect the Grey Knights or Sisters of Battle. (WAU Interpretation*)

Q./ 5.04 - If a template/blast weapon is placed so that its targeting a unit but behind it you hit some harlequins/stealth suits/IC can casulties be inflicted?

A./ Yes you can (WAU Interpretation*)

6.0 Vehicles

Q./ 6.01 - Q. When measuring distances to/from a skimmer vehicle, do you count the hull of the model or do you count the base its on?

A./ For all non-walker vehicles, distances are measured to/from the hull and LOS is measured from the muzzle of the weapon. For all non-vehicle and walker models, distances and LOS are measured to/from the base. (GW Official FAQ)

Q./ 6.02 - AP 1 Penetrates on D6+S=AV

- Does the obscured save take it back to a glancing?

- Does a skimmer moving more than 6" take it back to a glancing

A./ Yes and yes. (UK '06 GT FAQ)

Q./ 6.03 - Can a crew stunned (cannot move or shoot) vehicle enact other abilities? (eg a Necron Monolith – can this use the portal if stunned, likewise a vehicle with daemonic possession “heal” a weapon if stunned?)

A./ It may use any other ability. (UK '06 GT FAQ)

Q./ 6.04- Do Vehicles block Line of Sight as level three terrain or do you use true LOS? If the former is true, what parts of a vehicle count (can I turn weapons sideways or use a large base to make my vehicle block more LOS)

A./ Use True LOS. The hull of the model counts. (UK '06 GT FAQ*)

Q./ 6.05 - Do destroyed vehicles block line of sight as level 3 terrain, or do you use true LOS?

A./ True LOS (BGB, P20 'Line of Sight')

Q./ 6.06 - Do models "engaged" with non-WS vehicles get to attack in the opponents turn if the vehicle doesn't move away

A./ No. The vehicle and the unit do not count as “locked” therefore they are not engaged in subsequent rounds of combat. (UK '06 GT FAQ)

Q./ 6.07 - Do models that assaulted a non-WS vehicle in there player turn get to attack the vehicle again in the opponents player turn if the vehicle doesn't move away?

A./ No as they are neither locked nor engaged. In its next Movement phase a mobile vehicle may move freely as long as it has enough space to physically move away without moving enemy models it is in contact with and it does not come within 1” of other enemies, as normal (and if it's a tank, it may of course Tank Shock the enemy!) (GW Official FAQ)

Q./ 6.08 - When measuring the space a skimmer tank occupies – do you count the model itself for LOS, range and movement purposes – or do you count the base it is on? (and if it is a base – what happens when the troops disembark etc.)

A./ The model itself (UK '06 GT FAQ)

Q./ 6.09 - If a weapon with AP1 scores a glancing hit against a skimmer that moved more than 6” in its previous turn, does the hit count as glancing or penetrating?

A./ Glancing. If a skimmer has moved more than 6” in its previous turn suffers a glancing or penetrating hit, from any kind of weapon, both in close combat and from ranged attacks, the hit always counts as glancing. (GW Official FAQ)

Q./ 6.10 - Skimmers and being hit by close combat weapons that beat the armour. Does the 'glancing' only rule from moving fast also apply to close combat hits?

A./ Yes. – On page 71 of the rulebook it states: “A skimmer that is not immobilised always counts as moving more than 6” in the previous turn.” This and the Obscured Target & Glancing Hits rule (see previous Question) mean that the hit is reduced back to a glancing hit. (UK '06 GT FAQ)

Q./ 6.11 - Can a model use the hit and run special run against non-WS vehicles.

A./ No. (UK '06 GT FAQ)

Q./ 6.12 - Can a model use hit and run if it massacres its opponents (or if it destroys a non-WS vehicle).

A./ No. (UK '06 GT FAQ)

Q./ 6.13 - If I tank shock a unit in such a way that they cant get out of the way (due to other units and board edges) what happens to them?

A./ The tank stops to allow the unit to remain on the board (UK '06 GT FAQ)

Q./ 6.14 - Q. Can psychic powers or other special rules like an Imperial Guard Officers Leadership and pieces of wargear like Psychic Hoods be used from within vehicles by models that are being transported?

A./ As transported models are not physically on the table they cannot do anything (unless differently specified). The only exception to this is firing weapons (and psychic powers that replace shooting) from one of the vehicles Fire Point or from an open-topped transport. On the positive side, transported troops cannot be targeted by the enemy (GW Official FAQ)

Q./ 6.15 - Are vehicle armour 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./ Vehicle facings are determined by drawing a line at a 45 degree angle from the centre of the hull (not counting the wings in the case of the falcon.) (WAU Interpretation)

Q./ 6.16 - 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 (WAU Interpretation)

Q./ 6.17 - Can a mixed armor unit, consisting of terminators and power armored marines, ride in the same transport? If so, how would we work that out, capacity-wise?

A./ Generally a terminator takes the space of 2 power-armored marines in vehicles that can transport Terminators. (GW EoT FAQ)

Q./ 6.18 - If a transported model fires from a Fire Point or from an open-topped transport, where do you measure the LOS and range of the shot from?

A./ Treat the shot as from the vehicle itself measuring LOS and range from the Fire Point itself, or from any point of an open-topped transport. (GW Official FAQ)

Q./ 6.19 - How far can Land Raiders move before they are unable to shoot with the Machine Spirit or Infernal Device?

A./ The Land Raider can move up to 6" and still shoot with Power of the Machine Spirit (Chaos Codex 2nd Ed. *)

Q./ 6.20 - 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."

A./ 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 the opponents next turn as well. (WAU Interpretation*)

Q./ 6.21 - If a unit is involved in a mixed combat with a non-walker vehicle and infantry; does getting a glancing/penetrating hit count as a wound for the purposes of winning the combat? The rules state you do for walkers; but I can't find the rule for general vehicles.

A./ Only for walkers (WAU Interpretation*)

7.0 Unit Type Rules

Q./ 7.01 - What does a *Independent Character* that counts as a monstrous creature (e.g *Daemon Prince with Stature*) roll when moving through difficult terrain?

- a.) 3D6 and pick the highest due to being an IC and having 'Move through Cover' USR
- b.) 2D6 and pick the highest with a re-roll due to now becoming a monstrous creature so losing IC status (becoming scoring, targetable, etc.)
- c.) 3D6 and pick the highest with a re-roll due to being a *Monstrous Creature* and an IC?

A./ C. (UK '06 GT FAQ)

Q./ 7.02 - Can models on bikes use two close combat weapons to get +1A?

A./ Basically, unless a codex specifically states otherwise, you can take and use both weapons (GW EoT FAQ)

Q./ 7.03 – Can models armed with rapid fire or heavy weapons while riding a bike *Shoot and Assault*?

A./ You can move, shoot then assault after firing a heavy weapon or a rapid fire weapon that is mounted on a bike. Note: Rapid Fire weapons carried by the rider do not count as mounted. (GW EoT FAQ)

8.0 Universal Special Rules

Q./ 8.01 - How do the Instant Death and Vulnerable to Blasts/Templates rules interact?

A./ Each wound inflicted is multiplied by two (if a plasma cannon hits and wounds a swarm with T3 or lower, it Instantly Kills two bases.) (GW Official FAQ)

Q./ 8.02 - What happens if a blast or template weapon hits a squadron of open-topped vehicles? Is one vehicle affected taking both hits or are they spread around the squadron?

A./ They are spread around the squadron. (GW Official FAQ)

Q./ 8.03 - The Universal Special rules mention that some rules are lost by a Independent Character joining a unit. Do Independent Characters that are attached to units before the game begins (such as with a retinue, or with a unit of wargear models/followers) lose these rules as well?

A./ Attaching in this case is the same as joining (WAU Interpretation)

Q./ 8.04 - 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? If so, is this only for psychic powers that have a full weapon profile (Name, Range, Strength, AP value, Type), or does it apply to any power that has a Strength (such as Fury of the Ancients)?

A./ Only if the Psychic Power specifically states it counts as a weapon (WAU Interpretation)

Q./ 8.05 - Does the invulnerable save granted by Turbo-boosting **replace** the model's armour save for that turn, or is it in **addition** to the model's normal armour save?

A./ They replace the save. Weapons that ignore invulnerable saves scramble the riders mind with the energy it fires. Then, due to the massive speed at which the bike is going, this simple lapse in concentration causes the rider to lose control and crash. (GW EoT FAQ)

Q./ 8.06 - The Mixed Armour rules only reference using Invulnerable Saves against special close combat attacks. Should we assume that the same principle is applied against shooting attacks as well?

A./ Yes, as long as the model taking the invulnerable save is also in the majority armour save (WAU Interpretation*)

Q./ 8.07 - The USR's state they are the definitive special rules for the versions shown in the codex's. However, this will then mean that the restrictions in the codex no longer implies (ie can a Chaos Lord with Daemonic Stature now take Infiltrate?)

A./ The USRs only state how to use the rules, not who it is restricted to. If the unit couldn't use it before, it can't use it now. (GW EoT FAQ)

Q./ 8.08 - Can falling back troops who have the Fleet ability use it? If so, in which direction can they move?

A./ Yes, they may use the Fleet rule, but they must move in the same direction as their normal fall back move. (GW Official FAQ)

Q./ 8.09 - If a monstrous creature has the Move Through Cover special rule, what does it roll when moving through difficult terrain?

A./ 3D6 and picks the highest, with a re-roll (GW Official FAQ)

Q./ 8.10 - Can a model use the Hit & Run special rule after assaulting a non-WS vehicle?

A./ No (GW Official FAQ)

Q./ 8.11 - If a unit with the Scouts USR is embarked on a transport, can the transport use the scout rule to move them 12" and allow the unit to disembark?

A./ The Scouts USR is not conferred onto the transport and units can only disembark transports in the Movement phase. (WAU Interpretation*)

9.0 Missions

Q./9.01 - 1st turn charges and 24" range guns etc. The intention as I understand is that for a normal 12" on set-up this is impossible – but it is not expressly stated anywhere. Likewise for infiltrating models 12" away

A./ All models must be deployed more than 24" apart. Infiltrators are also deployed more than 12" away from the enemy. (UK '06 GT FAQ)

Q./9.02 - Start of turn rolls like Chaos Dreadnaught's Blood Frenzy or casting a Farseers Fortune power - can you do these on the same turn it enters the battlefield when coming on from reserves?

A./ No (UK '06 GT FAQ)

Q./9.03 - 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? Or do I need to wait until the first movement phase to do so?

A./ No, you have to wait till the owning players first movement phase (WAU Interpretation*)

Q./9.04 - Reserves and joining units/transport. When deploying an Independent Character, on page 81 the rule book says that 'you may specify that it starts the game already inside a unit and place it in coherency with it.' If the character and this unit are both kept in Reserve, can you roll for them together (i.e. only one roll applying to both), so that they enter the game together (particularly if they are also using a transport)? This seems to contradict the 'Each selection from the Force Organisation chart is diced for separately' on page 84 (Reserves). Similarly, can a squad start the game in Reserve inside a transport vehicle that is not a dedicated transport so that I only roll one dice for both?

A./ If the Reserves rules are used, you must roll separately for all Force Organisation chart selections at the start of the turn (including rolling separately for Independent Characters and non-dedicated transports). Once you worked out which units are available in that turn, you are allowed to combine them in any legal way. (GW Official FAQ)

Q./9.05 - If a Force Organisation Chart Selection includes units that have the Scout Special rule and others that do not, what happens when playing a Mission using the Escalation special rule?

A./ In these cases, the units that have the Scout special rule can either be deployed on the table or left in Reserve with the rest of the Force Organisation chart selection. The units that do not have the Scout rule will follow the normal rules for Escalation (so a Pathfinders Devilfish will be held in reserve while the Pathfinders may start on the table.) (GW Official FAQ)

Q./9.06 - 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./ The player rolls for all of his Reserves at the beginning of the turn then must bring them on at some time during their turn, they cannot delay moving a unit to a later turn. (WAU Interpretation)

Q./9.07 - 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?

A./ Any long board edge within their deployment zone, or in the case of a quarters mission both table edges (WAU Interpretation)

Q./9.08 - 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./ Friendly models count as impassable terrain for the purposes of Deep Striking. (GW Official FAQ)

Q./9.09 - 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./ Yes, because 'May' is permissive (Pg 84, BGB)

Q./9.10 - 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? I.e. Hive Tyrant/Tyrant Guard, Spear of Khaine

A./ Yes (Pg 84 & 87 BGB)

Q./ 9.11 - Can a IC join a unit that is not starting on the table at the beginning of the game?

A./ If you want him to turn up with a unit give him a retinue. (GW EoT FAQ)

Q./ 9.12 - Can a unit only hold one Loot Counter, or as many as they are within 6" of?

A./ unit can hold as many loot counters as they can as long as the unit is within 6" of the loot counter, unless previously stated prior to the commencement of the game. (BGB, Page 82*)

Q./ 9.13 - Page 81 says (for example): "No unit may be deployed within 18 [inches] of the enemy. . ." Do these restrictions mean models have to be set up more than the distance apart from each other or may be set up exactly that distance apart?

A./ The models have to be set up more than the distance apart from each other. (WAU Interpretation*)

Q./ 9.14 - Are units off the table affected by effects/rules in the game? For example, do Tyranid units in Reserve have to check for Instinctive Behavior to move onto the table? Do Looted Ork vehicles off the table check to see if they breakdown, etc?

A./ Unless otherwise specified, models that are off table do not test for instinctive behaviour, blood rage, looted vehicle checks etc. (WAU Interpretation*)

Codex's

10.0 Space Marines

Q./ 10.0.01 - In the Terminator armour description on page 25 it says that models with Terminator armour may Deep Strike only if the mission allows it, but then the terminator squads' entry all say that they can Deep Strike even in missions that do not allow this special rule to be used. Which one is it?

A./ All Space Marine models in terminator armour may always choose to start in reserve and Deep Strike onto the battlefield, regardless of the mission being played. (GW Official FAQ)

Q./ 10.0.02 - Is a Company Standard the same as a Company Banner?

A./ Yes, throughout the book the words 'Standard' and 'Banner' are used interchangeably. (GW Official FAQ)

Q./ 10.0.03 - If I upgrade a Company Banner to the Sacred Standard or the Chapter Banner, do the effects of the new banner stack up with those of the Company Banner or do they replace them instead?

A./ The effects stack up, so the banner still has the effect of a Company Banner, plus it will also have the effects of either the Sacred Standard or the Chapter Banner. (GW Official FAQ)

Q./ 10.0.04 - What are the 'Furious Assault' and the 'Expert Rider' special rules?

A./ Whoops! They are the 'Furious Charge' and the 'Skilled Rider' universal special rules respectively (as described in the warhammer 40,000 rulebook). (GW Official FAQ)

Q./ 10.0.05 - Veil of Time Librarian power - does it allow to re-roll ALL of the listed tests, or ONE of ANY of the listed?

A./ Any and all! (GW Official FAQ)

Q./ 10.0.06 - Fury of the Ancients Librarian power - does it require line of sight to a target?

A./ No. (GW Official FAQ)

Q./ 10.0.07 - Heed the wisdom of the ancients Trait - does it allow to take Dreadnoughts both as Heavy Support and as Elites (Venerable ones) or must I choose to have them either as Elites or a Heavy Support? In other words, can I have six Dreadnoughts in my army?

A./ Both as Heavy Support and as Elites! So you can have up to three Dreadnoughts as Elites, which must be Venerable, and up to three as Heavy Support, any of which can be upgraded to Venerable. (GW Official FAQ)

Q./ 10.0.08 - Does a Techmarine's twin-linked Plasma pistol on the servo-harness give an extra attack in combat?

A./ Yes. (GW Official FAQ)

Q./ 10.0.09 - What are the conventions for the Librarian's familiar? Is it a separate model with its own base or just modelled onto the librarian? And if he has a bike/jump pack is he slowed down by the familiar.

A./ It's a separate model, but it always moves at the Librarian's speed. (GW Official FAQ)

Q./ 10.0.10 - Do Drop pods count as immobilised (and hence worth 15VP) the moment they touch down? And also any immobilised hits on them will then be counted for weapon destroyed etc.?

A./ Yes. (GW Official FAQ)

Q./ 10.0.11 - How far does a Deep Striking Land Speeder count as moving (under 6", 6-12", over 12")?

A./ Over 12". (GW Official FAQ)

Q./ 10.0.12 - Does the Commanders 'Rites of Battle' affect only squads or all models including Independent Characters?

A./ It affects every model in the army (GW Official FAQ)

Q./ 10.0.13 - *Daemon Hunter Mystics and Drop Podding SM - whom does the Retinue target with their "free shooting" - the Drop Pod? The Squad/Dreadnaught that jumped out?*

A./ Either but not both (GW EoT FAQ)

Q./ 10.0.14 - *Drop pod foot print. A standard size would be nice and do they block LOS when they land, especially if you keep some petal doors up and some down?*

A./ There is no standard size and the model blocks LOS not the doors. (UK '06 GT FAQ)

Q./ 10.0.15 - *Fury of the Ancients: Need LoS to the table edge aimed at or not*

A./ No. (GW Official FAQ)

Q./ 10.0.16 - *Master-crafting on a close combat weapon. Is this once per player turn (i.e. once per combat round) or is it once per game turn (i.e. every other combat round.)*

A./ Once per player turn (UK '06 GT FAQ)

Q./ 10.0.17 - *Medics, can they use the narthecium in each player turn or once per game turn? Does a wound that negates a save due to high AP count as a failed save?*

A./ Once per player turn. No, as you never had to make a save. (UK '06 GT FAQ)

Q./ 10.0.18 - *What happens if a Drop Pod lands off the table or on friendly troops?*

A./ The Drop Pod is considered destroyed if it lands off the table. If however, the Drop Pod lands on friendly models reduce the scatter distance by the minimum distance necessary to avoid them. (WAU Interpretation)

Q./ 10.0.19 - *Do models in Terminator units follow the full rules for terminator armour described in the Wargear section? The rules never state that they do.*

A./ Yes, Terminators wear Terminator Armour (WAU Interpretation)

Q./ 10.0.20 - *Can models in terminator armour assault after firing rapid-fire weapons (such as a Combi-weapon)? The rules allow them to fire heavy weapons and assault, but do not mention rapid fire weapons.*

A./ No, Infantry cannot assault after firing Rapid fire weapons and Terminators specifically only state Heavy Weapons. (WAU Interpretation*)

Q./ 10.0.21 - *Can you block a force weapon's instant Death ability with a psychic hood?*

A./ Yes as you are making a Psychic Test (WAU Interpretation)

Q./ 10.0.22 - *If a librarian does not have LOS to a unit within 12 inches can that unit be affected by Fear of Darkness?*

A./ No as it must follow the shooting rules, as per the Monoliths 'flux arc'. (BGB, p52*)

Q./ 10.0.23 - *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./ Yes, because the area of effect is the range. (WAU Interpretation*)

Q./ 10.0.24 - *What are the targeting restrictions for Fury of the Ancients? Does it "target" a unit first and then extend to the board edge, or do you target a point on the board edge first and then see what units are hit?*

A./ Target the table edge (WAU Interpretation)

Q./ 10.0.25 - *Does Fury of the Ancients affect units that are out of Line of Sight from the psyker?*

A./ Yes as Fury of the ancients does not count as a weapon. This also means that Fury of the ancients do not benefit from 'Tank Hunters', and can hit other units while the Librarian's squad shoots at another. (WAU Interpretation)

Q./ 10.0.26 - *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, as the word 'may' is the option to take the Command Squad or not. However if you do take the Command Squad they must be accompanied by a IC. (WAU Interpretation)

Q./ 10.0.27 - *If multiple Castellian Minefields occupy the same area do enemy models that move roll for each minefield, or just once?*

A./ Each minefield is triggered if enemy models move over it. (WAU Interpretation)

Q./ 10.0.28 - 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./ No as it's the mines that cause the damage and not the original salvo. (WAU Interpretation*)

Q./ 10.0.29 - 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 including pile in moves, consolidation, flees (WAU Interpretation)

Q./ 10.0.30 - 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./ Every time it moves (WAU Interpretation)

Q./ 10.0.31 - Do Scout Bike Squadrons count as a "Bike Squadron" for the purposes of "Be Swift as the Wind"?

A./ Yes, as it is a Bike Squadron (WAU Interpretation)

Q./ 10.0.32 - Can a Techmarine take a Rhino/Razorback without taking Servitors?

A./ Yes (GW EoT FAQ)

Q./ 10.0.33 - Can a Techmarine with a Servo-harness take a jump pack, Terminator Armour?

A./ No (GW EoT FAQ)

Q./ 10.0.34 - Can a Techmarine use a Servo-ARM with a bike or jump-pack?

A./ Yes (GW EoT FAQ)

Q./ 10.0.35 - Should the rules for the Land Raider Crusader from the Space Marine codex replace the entry for the Grey Knight Land Raider Crusader from the Daemonhunter codex? Infernal Device on Chaos Land Raider - work the same? Also for other codex's where landraiders are taken as transports (DH, WH and Chaos), do these identical vehicles count as scoring units as well, what about Assault Cannons?

A./ Yes (GW EoT FAQ)

Q./ 10.0.36 - Do all Imperial Dreadnoughts (i.e. Space Wolf Venerable, Grey Knight, Furioso, Moriar, etc) have access to Drop Pods in Standard Missions per the new SM Codex?

A./ If they have access to drop pods they use the new rules (GW EoT FAQ)

Q./ 10.0.37 - Do Space Marine Scouts get the "Scout" universal skill?

A./ No (GW EoT FAQ)

Q./ 10.0.38 - Do Space Marine Scout Bikes get "Move through Cover" skill?

A./ No (GW EoT FAQ)

Q./ 10.0.39 - Does "Be Swift as Wind" apply to Scout and/or Attack Bikes?

A./ Yes - they are all 'bikes' (GW EoT FAQ)

Q./ 10.0.40 - What non-standard marine units can use drop-pods?

- Daemonhunters – specifically Grey Knights, do not use Drop Pods.
- Dark Angels – same unit types as Codex: Space Marines.
- Space Wolves – Wolf Guard retinues and squads, Grey Hunters, Blood Claws, Wolf Scouts, Long Fangs, Venerable Dreadnoughts and Dreadnoughts
- Blood Angels – same unit types as Codex: Space Marines plus Honour Guard and Furioso Dreadnoughts. (GW EoT FAQ)

Q./ 10.0.41 - 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./ The choice must be made before the dice is rolled for sides. (*WAU Interpretation**)

Q./ 10.0.42 - Can Space Marines rally after a fallback move? The codex states "They will still rally at the end of their fallback move to 'reassess the situation however'."

A./ The entry in the SM Codex was in reference to the Last Man Standing test, Space Marines automatically pass tests to regroup but they must be able to take the test (ie not within 6" of the enemy) (*WAU Interpretation**)

10.1 **Black Templars**

Q./ 10.1.01 - Can I field more than one Emperor's Champion?

A./ No, you can only have one. The only way of fielding more than one champion is to play a game with multiple detachments (GW Official FAQ)

Q./ 10.1.02 – Can a Emperors Champion deploy in a Drop Pod from reserve?

A./ Yes, but to start off table to join the squad in the drop pod, the mission must have the Escalation rule. (WAU Interpretation*)

10.2 **Blood Angels**

10.2.01 - All Blood Angels have the *Furious Charge* ability (see the Universal Special Rules section of the Warhammer 40,000 rulebook) on a turn in which they charge into close combat. They do not get any benefit if they use a Consolidate move to contact an enemy unit. (GW Official FAQ)

10.2.02 - At the time this Codex was written, Sweeping Advance and Consolidate were very different options in the rules. This is no longer the case, so ignore references to them in the second paragraph of the *Black Rage* rule. Blood Angels follow the Warhammer 40,000 rules. (GW Official FAQ)

10.2.03 - Blood Angel Dreadnoughts follow the *Black Rage* special rules. (GW Official FAQ)

10.2.04 - Units that are Pinned, Falling Back, Locked, or Stunned do not take *Black Rage* tests. (GW Official FAQ)

10.2.05 - If a unit is mounted in a transport vehicle, only the vehicle must test for *Black Rage*. (GW Official FAQ)

10.2.06 - You may select two Chaplains as HQ choices. If you do, then both Chaplains and their Death Companies' combine to fight as a single unit. (GW Official FAQ)

10.2.07 - If you use the special character Lemartes and do not purchase a Death Company for him, then he is an Independent Character. (GW Official FAQ)

10.2.08 - The Death Company is *Fearless*. Use the rule as stated in the Universal Special Rules section of the Warhammer 40,000 rulebook. (GW Official FAQ)

10.2.09 - When fielding a Death Company, you can decide on whether they will use jump packs or a Rhino before each game after generating the unit (but you'll need WYSIWYG models to do this). The Death Company may only have one Rhino, and if you decide to take the Rhino, any extra models that won't fit are lost. (GW Official FAQ)

10.2.10 - When generating a Death Company, if a Veteran Sergeant is selected to join, he loses any weapons and wargear he originally had. (GW Official FAQ)

10.2.11 - The Grail and Holy Shroud are rare items and considered to be part of the Relics & Artefacts list on p.22 of *Codex: Space Marines*. These items, like the others on the Relics & Artefacts list, are limited to one per Blood Angel army. (GW Official FAQ)

10.2.12 - The Blood Angel Grail affects the distance moved when making a Sweeping Advance. (GW Official FAQ)

Q./ 10.2.13 - 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, it has a VP value of 0 (WAU Interpretation)

Q./ 10.2.14 - If the Death Company is a scoring unit, what is their starting strength (for determining when they are under 50%)? 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./ After (WAU Interpretation)

Q./ 10.2.15 - Do models in units that are lost to the Death Company count as casualties towards determining if the unit is under 50% of it's starting strength?

A./ Yes (WAU Interpretation)

Q./ 10.2.16 - Can Furioso Dreadnoughts be mounted in a Drop Pod?

A./ Yes (WAU Interpretation)

Q./ 10.2.17 - What is the reason for Land Raider Crusaders being 0-1 in a Blood Angel's army when the new SM Codex does not restrict their usage

A./ Balance - specialist chapters already have advantages of their own. (GW EoT FAQ)

Q./ 10.2.18 - *Would the servitors in the techmarine's retinue gain Furious charge as well, since the Techmarine is a Blood Angel?*

A./ No. The Techmarine keeps the ability himself (as per page 74 of the Rulebook) but it doesn't extend to his servitors. (GW EoT FAQ)

Q./ 10.2.19 - *When it says that "Blood Angels Librarians may replace the power or select a second power as described in Codex: Space Marines, does it mean that the Librarians have to be upgraded to Epistolary before he gains the second Psychic power?*

A./ That's right (GW EoT FAQ)

Q./ 10.2.20 - *What is the reason that the Over-Charged engine test was upped to 2D6?*

A./ To conform with the way dangerous terrain tests are conducted in the revised rules. (GW EoT FAQ)

10.3 Dark Angels

Q./ 10.3.01 - *Are the Dark Angels Techmarines and Master of the Ravenwing Scoring Units ?*

A./ Yes. (WAU Interpretation*)

Q./ 10.3.02 - *As per the Codex, models may purchase a "storm shield for +[x] points per model? – so can this be taken in addition to two single-handed weapons (or any upgraded weapon) or instead of one of their two single-handed weapons?*

A./ Yes, as the Codex states it is equipment and not a weapon. (WAU Interpretation*)

Q./ 10.3.03 - *As per the Codex, "Independent characters wearing Terminator armour may also be deployed via Deathwing Assault. They must join and enter play with Deathwing Terminator squads in order to do so? - so can an allied Grey Knight Grand Master for instance attach himself to a Deathwing Terminator Squad and be able to use Deathwing Assault too?*

A./ Yes as the Grey Knight Grand Master is a IC wearing Terminator Armour. (WAU Interpretation*)

Q./ 10.3.04 - *Command Squads: As per the Codex, "Up to two Veterans their Bolter or Chainsword with a flamer for [x] points per model? " - what is the exact meaning of the entry starting with this phrase?*

A./ "Up to two Veterans may replace their Bolter or Chainsword with a flamer for [x] points per model (WAU Interpretation*)

Q./ 10.3.05 - *"For every Company Master in the army, one Command Squad may upgrade one model to a Company Champion,? - so the Supreme Grand Master Azrael may not take a Company Champion as by RAW only a Company Master can have one, was this an oversight?*

A./ Yes it was an oversight, you may count Azrael as a Company Master. (WAU Interpretation*)

Q./ 10.3.06 - *"Any Scout may replace his with a sniper for +[x] points per model? - so can a Scout Sergeant take a Sniper Rifle?*

A./ Yes he can, a Scout Sergeant is still any Scout. (WAU Interpretation*)

Q./ 10.3.07 - *Expandable squads: As per the Codex, Scout Squads, Tactical Squads, Assault Squads and Devastator Squads "may include five additional [models] for +[x] points? – so does this mean that more than one additional five may be added to these squads at any one time as there is no maximum squad size specified within the Army List?*

A./ No, as it does not say that you can do it more than once, reference the Emperors Champion (WAU Interpretation*)

Q./ 10.3.08 - *For Dark Angels individual units allow you to buy a dedicated transport regardless of whether the whole squad is able to ride in it or not. In every other Codex the squad size dictates whether a transport can be taken and violates "The entire unit must be embarked on a transport if any part of it is" rule in the BGB.*

A./ Yes, this was intentional. When a unit is split into combat squads it counts as a separate unit and each one can embark on a unit independent of the other (although both cant be embarked at the same time. (WAU Interpretation*)

Q./ 10.3.09 - *When I upgrade Deathwing or Ravenwing models to Standard bearers and Apothecaries can they still use items like weapons?*

A./ Yes as Standards and reductors are like Wargear and don't replace weapons. (WAU Interpretation*)

Q./ 10.3.10 - *Is there a limit on the amount of wargear a model can carry? For instance, can a Company Master really take lightning claws, a combi-weapon, a bolt pistol and grenades? If yes, does this mean a Master can shoot his bolt pistol and then charge in and use his pair of lightning claws?*

A./ There is no limit on the amount of wargear a model can carry as long as you observe the points limit. (WAU Interpretation*)

Q./ 10.3.11 - *Chaplains and Librarians may take Space marine bikes as an upgrade. According to the Dark Angels organisation chart on page 15, librarians don't belong to the Ravenwing, but it would appear that all bikes in the Chapter do. So do bikes bestow the Ravenwing rules upon characters taking them*

A./ No, simply being on a Space Marine Bike does not confer the Ravenwing Special Rules. (Codex Dark Angels, p54*)

Q./ 10.3.12 - *"Models carrying rapid fire weapons that wish to charge into close combat in the Assault phase may not fire in the Shooting phase...". So does this prevent a model that is carrying a rapid fire weapon from firing ANY type of weapon if they plan to charge?*

A./ This should instead read "Models that wish to charge into close combat may not fire rapid fire weapons in the Shooting phase" (WAU Interpretation*)

Q./ 10.3.13 - *As per Codex, both the Sacred Standard and the Book of Salvation items render "units" within 12" of them Fearless. So do these items effect enemy units within 12" too?*

A./ No as it does not specifically include enemy models. (WAU Interpretation*)

10.4 Space Wolves

10.4.01 - Blood Feud. Only use this rule when attempting to hit a model that has a WS attribute. (GW Official FAQ)

10.4.02 - Fenrisian Wolves. Ignore the second paragraph. While Fenrisian Wolves must still remain within 2" of their master, they must adhere to the standard Warhammer 40,000 rules dealing with mixed Toughness and mixed armour save units. (GW Official FAQ)

10.4.03 - Drop Pods. Use the rules for Drop Pod Assault on p.21 of *Codex: Space Marines*. Follow the *Codex: Space Wolves* list of models that can utilize Drop Pods. (GW Official FAQ)

10.4.04 - Space Wolf characters have the abilities stated in *Codex: Space Wolves* – they do not have any of the special rules associated with Space Marine characters as described in *Codex: Space Marines* (such as *Litanies of Hate* or *Rites of Battle*). (GW Official FAQ)

10.4.05 - Ignore references to Land Speeder Tornadoes and Typhoons. *Codex: Space Marines* Land Speeder Squadrons now include these options. Use the point costs from *Codex: Space Marines* for Land Speeder Squadrons. (GW Official FAQ)

10.4.06 - Space Wolf armies may use 0-1 Land Raider Crusader as a Heavy Support choice. Other than that restriction, use the Land Raider Crusader profile as normal on p. 40 of *Codex: Space Marines*. (GW Official FAQ)

10.4.07 - The *Storm Caller* power can cause some confusion, so the following notes should help. (GW Official FAQ)

1. Remember that plasma and frag grenades only work if the unit that has them charges. If a unit with *Storm Caller* on it charges an opponent with either grenade type, they will strike first as these grenades are of no use when receiving a charge.
2. If a unit with *Storm Caller* cast on it is charging a unit in cover, then all Attacks are simultaneous.
3. *Storm Caller* can be cast on friendly vehicles, which then count as being obscured.
4. Remember that cover only matters in the first round of a close combat and subsequently Attacks will occur in normal order. New enemies charging the unit with *Storm Caller* will be affected, though. Weapons that strike last will, of course, always strike last.

10.4.08 - The *Head-Strong* rule states that "Blood claws must charge if one of their models is within 6" of the enemy, unless led by..." a character. This rule means that the unit is unable to rapid-fire(GW Official FAQ)

Q./ 10.4.09 - *Space wolves generally have the same equipment as normal marines even though the name may be different, as far as I know only purity seals were left out. In any case do space wolves have access to the new equipment in the new codex such as the adamantine mantle or the combat shield? There is nothing in the new codex or the FAQ that addresses this.*

A./ No they do not; there are many Space Wolf items that codex chapters don't get so it only seems fair that it cuts the other way too. (GW EoT FAQ)

Q./ 10.4.10 - *Additionally the Librarian can now get a second power, can Rune priests do the same if so, under what circumstances.*

A./ No. (GW EoT FAQ)

Q./ 10.4.11 - *Librarians, Apothecary's and Techmarines either come equipped with their role specific equipment (for example force weapons, reductors, etc) or can purchase them at a standard package price (getting both narthrecim and a redactor). Space wolves have the equivalent priests are they allowed similar options until their codex is amended?*

A./ No (GW EoT FAQ)

Q./ 10.4.12 - *Techmarine's can now utilize several types of servitors and equipment (harness) is this going to be the same for Iron Priests who serve the same function in Space wolf armies?*

A./ No (GW EoT FAQ)

Q./ 10.4.13 - *I would assume that even though the venerable dreadnaughts are different in space wolves, you would still not be able to upgrade your normal dreadnaught choice to a venerable as stated inside the new SM codex since you would then have 2 venerable dreadnaughts even though they are different in stats, abilities and costs.*

A./ Yes. (GW EoT FAQ)

Q./ 10.4.14 - *The FAQ states that Space Wolves characters do not benefit from battle rites or litanies, in addition to these abilities their counter parts are now allowed to be upgraded to a more powerful version i.e. there are two upgrade types of chaplain and librarians, can the rune priest and wolf priest do something similar? It doesn't make sense that they would be any less tough?*

A./ There is no option as present. (GW EoT FAQ)

11.0 Daemonhunters

11.01 - Special rules that interact with Night Fighting conditions (Searchlights, Acute Senses, etc.) do not give any bonus against the Shrouding. (GW Official FAQ)

11.02 - If Grey Knights are allied to a Space Marine force, that force cannot use the Drop Pods special rule. (GW Official FAQ)

11.03 - Nemesis force weapons are one-handed weapons. (GW Official FAQ)

11.04 - If the Justicar or Grey Knight Hero of a squad of Grey Knights is slain, attacks that target psykers have no effect on the remainder of the squad. (GW Official FAQ)

11.05 - If both a Grey Knight Hero and his retinue purchase the Holocaust power, they may both use it in a given turn. If the Hero suffers a Perils of the Warp attack, only he takes the hit. If he is acting as the conduit for the squad's power, they all take the hit. (GW Official FAQ)

11.06 - Models may only use one Major Psychic power in each game turn, rather than player turn (you may not use a Force Weapon's ability in both yours and your opponent's Assault phase). (GW Official FAQ)

11.07 - If Sanctuary is cast when the daemonic bearer of a Collar of Khorne is within its area of effect, Sanctuary is nullified on a 2+. If not, the Collar bearer cannot get within the area effect of the Sanctuary power and hence cannot use the nullification effects. (GW Official FAQ)

11.08 - Psychic powers do not count towards the Wargear allocation that an Inquisitor Lord can have. (GW Official FAQ)

11.09 - For the purposes of the Aegis special rule, a Grey Knight Dreadnought has Leadership 10. (GW Official FAQ)

11.10 - An Inquisitor can allocate any Wounds he has suffered to Acolytes, regardless of source, providing that he has sufficient Acolytes to do so. (GW Official FAQ)

11.11 - You may only include three of each type of Henchmen in a retinue – you may not, for instance include up to three of each type of Warrior, but are limited to only three Warriors of any type. (GW Official FAQ)

11.12 - Mystics allow you to take a free shot at each summoned pack of Daemons or unit that Deep Strikes within 4D6" of the Inquisitor. (GW Official FAQ)

11.13 - If a Daemonhost Deep Strikes, its psychic power is rolled for after the model has deployed. (GW Official FAQ)

11.14 - Daemonhosts may not move on the turn they Deep Strike, unless Teleport is rolled as their power, in which case they may Assault that turn. (GW Official FAQ)

11.15 - A Daemon host must always use its power, regardless of whether the controlling player wishes it to. Note that Reknit Host Form does not apply across the whole turn – Wounds are regained when the power is rolled only. (GW Official FAQ)

11.16 - You do not need to inform your opponent of the Orbital Strike's target before deployment. (GW Official FAQ)

11.17 - The target terrain piece can be of any size. When firing, the template may be placed anywhere within said terrain piece. (GW Official FAQ)

11.18 - Coteaz and Stern do not count towards the 0-1 limitation for their respective HQ choices. (GW Official FAQ)

11.19 - Errata Clarified in the 2nd Printing of Codex: Daemonhunters (GW Official FAQ)

- Daemonhunters may not ally with any detachment that uses any other kind of ally (Kroot Mercs etc.)
- The bolter should be available in the 2-handed weapons section of the Wargear list at a cost of 1 point
- The hellpistol should be available in the 1-handed weapons section of the Wargear list at a cost of 1 point.
- The summary profile of the heavy flamer should read Assault 1, not Heavy 1.

Q./ 11.20 - *Are demons that are brought back into play due to the Grey Knights sustained assault rule worth victory points.*

A./ Yes (UK '06 GT FAQ)

Q./ 11.21 - *Do Psycannons ignore cover saves? Codex says you only get armour saves, but it's unclear if this means they ignore cover.*

A./ No. (UK '06 GT FAQ)

Q./ 11.22 - 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 can be from different Ordos (WAU Interpretation)

Q./ 11.23 - 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./ They may only take one Land Speeder Squadron (WAU Interpretation)

Q./ 11.24 - Can inducted Guard and Allied Space Marines take Traits/Doctrines in a Daemonhunter or Witch Hunter army?

A./ All units are taken exactly as they appear in Codex: Space marines or Codex: imperial guard and may only use the options and upgrades listed there, since the traits are not part of the basic upgrade options for the listing then you can't use them. (WAU Interpretation)

Q./ 11.25 - I equipped my Grey Knight Justicar with an eviserator and a plasma pistol, in the codex it says "justicars may be equipped with anything allowed from the armoury." The armoury says "Grey knights in power armour may only choose from items from the wargear" and the eviserator says "can be used by inquisitors, inquisitor lords, and grey knights" where the other footnotes specify grey knights or grey knight heros etc.... So whats the deal?

A./ You cannot upgrade weapons as you are 'forbidden to use lesser items', so you cannot replace any items (weapons) only add items (wargear) (WAU Interpretation*)

12.0 Chaos Space Marines

12.01 - Daemons that need to be summoned can only be summoned to Icon Bearers that are present on the table – they cannot be summoned to Icon Bearers that are in a Rhino or Landraider. (GWFAQ)

12.02 - If all Icon Bearers are inside a transport or not on the table for some other reason, then Daemons may not be summoned that turn. (GW Official FAQ)

12.03 - Daemons may be summoned to Icon Bearers that are engaged in close combat (though it may be difficult to place the Daemons). (GW Official FAQ)

12.04 - The following are classed as Daemons: Greater Daemons, Daemon Packs, Daemonic Beasts, Nurglings, Possessed, a Chaos Lord with Daemonic Stature and/or 51 or more points of Daemonic Gifts. (GW Official FAQ)

12.05 - Veteran Skills that are printed in the Universal Special Rules section of the Warhammer 40,000 rulebook always take precedence over those printed in Codex: Chaos Space Marines. (GW Official FAQ)

12.06 - See the Universal Special Rules in the Warhammer 40,000 rulebook in order to see which Veteran Skills may be utilised by a character when it joins a unit or is equipped with Followers. (GW Official FAQ)

12.07 - The following is a list of the categories in the Chaos Space Marine Armoury, and whether or not that category counts towards a character's wargear limit or not. (GW Official FAQ)

- Marks of Chaos – No
- Weapons – No
- Wargear – Yes
- Psychic Abilities and Equipment – No
- Daemonic Gifts – Yes
- Veteran Skills – No
- Gifts of the Gods (including Gifts that are weapons) – Yes
- Daemon Weapons – Yes

12.08 - If a Great Unclean One has a Nurgling Infestation, the attacks from the Nurglings do not count as attacks from a Monstrous Creature. (GW Official FAQ)

12.09 - In Warhammer 40,000, any doubling of an attribute is done before allowing for additions or subtractions. So, models with Power Fists and Daemonic Strength always double their strength before adding to +1 for Daemonic Strength. Similarly, a Dreadnought with two close combat weapons that becomes subject to Blood Rage doubles its basic attacks before adding the +1 Attack for the additional close combat weapon. (GW Official FAQ)

12.10 - Gifts of the Gods weapons (Daemonic or non-Daemonic) may not be Master-Crafted. (GW Official FAQ)

12.11 - Special abilities that nullify the +1 Attack gained from an additional weapon can be used to nullify the +1 Attack gained by Daemonic Talons and Daemonic Venom. (GW Official FAQ)

12.12 - Legion-specific abilities/wargear may be taken by models in Terminator Armour unless stated otherwise, or unless that would contradict another rule. For example, models in Terminator Armour may not take Stealth Adept, as models in Terminator Armour cannot infiltrate. (GW Official FAQ)

12.13 - Thralls can only move as infantry, so if a character has chosen them as followers, he could not make use of anything that boosts his speed, such as Daemonic Flight, a Daemonic Steed, etc. The only exception to this is that Chaos Spawn may be affected by the extra movement allowed by Blood Frenzy. (GW Official FAQ)

12.14 - If Gift of Chaos is cast through a Warp Focus, and a Chaos Spawn is created more than 2" away from the Sorcerer, simply move the Spawn into coherency with the Sorcerer. (GW Official FAQ)

12.15 - A Lord's Chosen retinue does count as an Elite unit. (GW Official FAQ)

12.16 - A Greater Daemon with a minor psychic power must roll for the power randomly. (GW FAQ)

12.17 - Vehicles may only have Chaos Vehicle Upgrades. (GW Official FAQ)

12.18 - Although Juggernauts, Disks of Tzeentch, and Steeds of Slaanesh are Daemonic steeds, they use their own special rules, not the rules for Daemonic Steeds. (GW Official FAQ)

12.19 - If a unit has a Mark of Chaos, then their transport may not be aligned to a Chaos God other than the one they follow, though it may be unaligned. (GW Official FAQ)

12.20 - A vehicle's standard combi-bolter may not be upgraded – only additional combi-bolters may be upgraded. (GW Official FAQ)

12.21 - Ignore the reference to Sweeping Advance in the Slow and Purposeful rule for Obliterators, they Sweeping Advance just like any other squad. (GW Official FAQ)

12.22 - The only daemons that are allowed in a Night Lords army are Furies (GW Official FAQ)

12.23 - Only those units that are allowed Veteran Skills get Night Vision (GW Official FAQ)

12.25 - More than one model in a Word Bearers army may have the Demagogue Ability. (GW FAQ)

- 12.26** - If Destroyer is mounted on a Defiler, it has the same effect as if it were mounted on a Dreadnaught (although will never be affected by *Fire Frenzy*) (GW Official FAQ)
- 12.27** - The point under *Blood Frenzy* that begins "If victorious in an assault..." should be ignored. Likewise, the reference to Sweeping Advance under the Berserker Glaive should be ignored. (GW Official FAQ)
- 12.28** - For *True Grit*, use the wording in the USRs (GW Official FAQ)
- 12.29** - *Nurgles Rot* does not affect Followers, such as Spawn or Hounds, as they are essentially wargear. (GW Official FAQ)
- 12.30** - Chosen in Terminator Armour may take Reaper Auto-cannons subject to the usual restrictions. (GW Official FAQ)
- 12.31** - Each upgrade for Combat Drugs may only be taken once. (GW Official FAQ)
- 12.32** - Doom Sirens do not count as a weapon in regards to the maximum number of weapons a model is allowed. (GW Official FAQ)
- 12.33** - Doom Siren upgrades on Dreadnaughts replace their Heavy Flamers. (GW Official FAQ)
- 12.34** - Models may combine Doom Sirens with Daemonic Talons or Daemonic Venom. (GW Official FAQ)
- 12.35** - The Sorcerer ability on non-character models (such as Chosen) with the Mark of Tzeentch allows these models to choose Psychic Abilities and Equipment from the CSM Armoury, as well as automatically passing any psychic tests. If they are upgraded to Aspiring Champions, then they may choose from other categories of the Armoury as normal. (GW Official FAQ)
- 12.36** - A Sorcerer may sacrifice a Thrall Wizard even if the Thrall is engaged with an enemy model, so long as the situation allows the Sorcerer to cast the desired spell. (GW Official FAQ)
- 12.37** - The Warp Blade only affects psychic abilities that need a psychic test to work – so, the Warp Blade has no effect on Eldar Warlock powers and similar powers. (GW Official FAQ)
- 12.38** - Ignore the reference to Sweeping Advance in the *Slow and Purposeful* rule. *Slow and Purposeful* models make Sweeping Advances just like any other squad. (GW Official FAQ)
- 12.39** - Abaddon's sword is a Daemon Weapon, though it does not follow the Mastery rules for Daemon Weapons – his mastery of it is complete. (GW Official FAQ)
- 12.40** - Daemon Weapons carried by Special Characters do not count towards the 0-1 Daemon Weapon limit. (GW Official FAQ)
- 12.41** - Note that the Third reprinting prevents models with a Berserker Glaive using any special movement mode. This includes daemonic speed, daemonic flight and Chaos Marine Bikes; nor may they ride a Steed.
- 12.42** - Errata addressed on the Second Printing of Codex : Chaos Space Marines (GW EoT FAQ)
- Obliterators are toughness (4) 5
- Servo-arm is Iron Warriors only
- Juggernaut of Khorne should be 35 points
- Talisman of Burning Blood should be 10/5
- Axe of Khorne should be 20/15 points.
- A Disc of Tzeentch costs 30 points.
- All Marks of Chaos should be asterisked as they can be used by models in Terminator armour.
- P16 Reference to Favour of Khorne under bionics should refer to Feel No Pain instead.
- P17 The Terminator armour entry should state that models in Terminator armour count as stationary when shooting, even if they move.
- P32 The line "The squad may be an Aspiring Champion" should read "The squad may include an Aspiring Champion".
- P34 Predator Side Armour should be 11.
- P37 Maximum indirect fire range for a Defiler battle cannon is 72"
- P47 Khârn has Daemonic armour not Chaos armour.
- P60 Thrall Wizards have T3 W1.
- 12.43** - Error in the Third Printing of Codex: Chaos Space Marines
- P56 Doom Siren. The correct wording for the close combat effect of a Doom Siren is as follows: - 'In close combat a model with a Doom Siren will always strike in Initiative sequence even if attacking enemy in cover as the waves of sonic energy confuse and repel them. Enemy who strike first regardless of Initiative are unaffected.'
- Q./ 12.44** - *If an Icon Bearer fails its last man standing test at the start of the same turn as a unit of daemons are summoned, which happens first, the Icon bearer's fallback move or the daemon summoning from the Icon?*
- A./** Roll a d6 to determine in which order the events take place. (UK '06 GT FAQ)
- Q./ 12.45** - *Can a Chaos Lord with daemonic speed deploy by infiltration?*

A./ Yes. (UK '06 GT FAQ)

Q./12.46 - Can daemonic speed units deploy in escalation, codex say move as beast, not count as beasts, but it seems silly to allow them to set up in escalation.

A./ No. (UK '06 GT FAQ)

Q./ 12.47 - Unlike most other codexes, 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 (WAU Interpretation)

Q./ 12.48 - Can Daemon Icon be used to summon Demons on the first turn of the game?

A./ No, as reserves can only come on from the second turn onwards and you cant automatically pass the roll you cant take (WAU Interpretation*)

Q./ 12.49 - 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./ No, as Terminators give an exception for firing heavy weapons and charging but not Rapid Fire weapons. (WAU Interpretation*)

Q./ 12.50 - 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./ It counts against the Wargear limit, as it's the bike that is being upgraded. (WAU Interpretation)

Q./ 12.51 - 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? Is the D6" portion of the Blood Rage move slowed by difficult terrain at all? If so, how?

A./ Move the full distance towards the enemy, this includes the models normal 6" move as well as there 'Black Rage' move. The black rage portion does not negate difficult terrain and so only moves half the distance on the dice as it is random movement (see BGB P16) (WAU Interpretation)

Q./ 12.52 - 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 casualties are from within 2" of the character (his arm cant reach that far) (WAU Interpretation)

Q./ 12.51 - With Thrall Wizards, can you choose to sacrifice them after the rest of the unit has fired or only directly after the Sorcerer has cast a psychic power?

A./ You may only sacrifice a Thrall Wizard directly after a Sorcerer has cast a Psychic Power, however bear in mind only bear in mind normal shooting rules apply – ie infantry can only shoot once per turn. (WAU Interpretation*)

Q./ 12.52 - The rulebook fails to classify Chaos models with Daemonic Speed. What unit type are they?

A./ Calvary (WAU Interpretation)

Q./ 12.53 - If you equip a Aspiring Champion with the Collar of Khorne, does the unit benefit from the attempt to nullify it on a 2+? It says that anything targeting the model or of the model is in the area of effect.

A./ As long as the bearer is in range and line of sight of the psychic power they can attempt to nullify the power. (WAU Interpretation*)

13.0 Dark Eldar

13.01 - Grotesques will suffer 1 Wound like any other model on a 4+ if their transport is destroyed, or if they are forced to perform an emergency disembarkation and their transport moved more than 6" in its last Movement Phase. *(GW Official FAQ)*

13.02 - The Feel No Pain rule of the Grotesques is played as it is written in the Codex, and bears no relation to the Feel No Pain Universal Special Rule in the revised Warhammer 40,000 rulebook. *(GW Official FAQ)*

13.03 - The Talos' special Wildfire rule overrides the normal way that models are removed as casualties – instead of the owner of the models choosing who within the squad is removed as a casualty, it is the model closest to the Talos that is removed. This also means that the majority Toughness of the unit is not used – use the specific Toughness of the model that is hit. *(GW Official FAQ)*

13.04 - The Talos is treated like a Walker in close combat, and so although it is a Skimmer, the enemy does not need to roll a 6 to hit it in close combat. *(GW Official FAQ)*

13.05 - Wych Weapons that affect the enemies Weapon Skill have no affect against models that always hit on a certain dice roll. For instance, they have no affect on models that always hit on a 3+. *(GW Official FAQ)*

13.06 - If an enemy unit is locked in combat with a Wych unit and another unit, the enemy unit only counts as having their Weapon Skill affected when attacking and being attacked by the Wyches. *(GW Official FAQ)*

13.07 - The result of 1 on the Combat Drugs for Reaver Jetbikes and Hellions should be replaced by the following: "Crazed! Ignores all fall back results and is subject to the No Retreat rule." *(GW Official FAQ)*

13.08 - A Dark Eldar Raider with Slave Snares may attack more than one unit per turn – any unit it passes over may be attacked. *(GW Official FAQ)*

13.09 - A Dark Eldar Raider with Slave Snares and Torture Amp may choose to Tank Shock a unit OR to attack with its Snares. It may not use both on the same unit in the same turn. *(GW Official FAQ)*

13.10 - The Horrorfex counts as a Defensive Weapon – see p. 63 of the revised Warhammer 40,000 rulebook. *(GW Official FAQ)*

13.11 - A Dark Eldar character on a Reaver Jetbike that uses Combat Drugs can still only assault 6" – the speed of the Jetbike cannot be increased just because its rider is under the influence of Combat Drugs! *(GW Official FAQ)*

13.12 - A Dark Eldar character on a Reaver Jetbike gains +1 Toughness and +1 Strength. *(GW Official FAQ)*

13.13 - Although a non-independent character may take a Hellion Skyboard or a Reaver Jetbike, they would not be able to make use of the additional movement of these items, as they must conform to the movement of their squad. *(GW Official FAQ)*

13.14 - If a character has a Hellion Skyboard and has joined a unit, or is accompanied by a bodyguard, the squad cannot be mounted in a Raider, even if the character remains within 2" of the Raider. All models in a squad must be wholly within a transport, or all wholly out of it. *(GW Official FAQ)*

13.15 - If a model that is allowed to Assault 12" due to Combat Drugs is affected by Difficult Terrain, then the model will roll two dice and double the result of the highest dice to determine how far it can move – just like Beasts & Cavalry. *(GW Official FAQ)*

13.16 - A Wraithlord counts as an unliving target in regards to a Vexanthrope. *(GW Official FAQ)*

13.17 - Xenospasm grenade effects are cumulative, although only if multiple grenades are fired by the same unit. *(GW Official FAQ)*

13.18 - A character with Combat Drugs cannot choose the same effect more than once. *(GW Official FAQ)*

13.19 - A character with Gruesome Talismans counts as one more model than it normally would for working out who outnumbers who in a close combat. So, an Archon with Gruesome Talismans counts as four models instead of 3. *(GW Official FAQ)*

13.20 - The following is a simple way to understand how the Webway Portal is used: When the Webway portal is in position, it acts as a gate through which your reserves can enter the table. Think of the edge of the portal marker as a small piece of your own table edge. Models move onto the table from the portal marker, measuring from its edge as they would if they entered the table normally. The normal rules regarding enemy in proximity apply, notably that you cannot come within 1" of an enemy model except during an assault. This means that, if enemy models surround the portal then you cannot use it to enter the table. Units may not partially enter play using the portal nor may they charge through it – these are still considered held in reserve, and may enter on the following turn if they meet

the above criteria. The moral of the tale is that you should defend the portal until you have used it and not simply abandon it in the middle of the enemy. (*GW Official FAQ*)

Q./ 13.21 - *Does Lilith gain the advantage of the combat drugs her retinue gets?*

A./ Yes (*UK '06 GT FAQ*)

Q./ 13.22 - *Dark Eldar Independent Characters on Skyboards: can they Fleet of Foot? And, can they use the 12" charge combat drug?*

A./ No (*GW EoT FAQ*)

14.0 Eldar

Q./ 14.01 - *The Codex states that the Exarch gives his unit the ability/skill he has purchased (skyleap, bladestorm etc); but if a IC like a Autarch or Farseer join the unit do they gain the ability?*

A./ Only Autarchs and Aspect Warriors can benefit from Exarch Powers. (Codex Eldar, Page 21*)

Q./ 14.02 - *A Striking Scorpion Exarch with the Scorpion Chainsword, if armed with a Powerfist, does he get the Strength bonus for S7 Claw attacks, or does he just double his base S for a S6 Power Fist"?*

A./ You cannot combine weapon effects even if they are badly worded, you use one weapon or the other, not both. (BGB, Page 46*)

Q./ 14.03 - *What happens when a Farseer in one Eldar army has the Runes of Witnessing and a Farseer in his opponent's Eldar army has the Runes of Warding?*

A./ In this case, roll 3 dice, add them together, if they add up to 12 or more, the model suffers Perils of the Warp. Next, discard the highest die, and if that passes the Psychic test then the power works, regardless of a Perils of the Warp attack. (WAU Interpretation*)

Q./ 14.04 - *What happens when a Farseer has the Runes of Witnessing and the opposing Tyranid player has a Hive Tyrant with The Shadow in the Warp?*

A./ Both abilities cancel each other out, so you will roll 2 dice, however you will suffer Perils of the Warp if you roll a double 1 or 6 (WAU Interpretation*)

Q./ 14.05 - *The Farseer powers follow the rules for psychic powers in the rulebook which are subject to the shooting rules unless specified otherwise. Although they ignore line of sight, are any Farseer powers exempt from other parts of the shooting rules, such as: checking target priority, rolling 'to hit', and the restrictions on firing into an existing close combat?*

A./ Farseer and Warlock Powers do not require a target priority check or to hit roll. They can be targeted into combat if the power doesn't prohibit it (ie Mind War and Destructor) (WAU Interpretation*)

Q./ 14.06 - *Can the Skyleap ability be used if the unit is joined by an Autarch without Swooping Hawk wings?*

A./ If the Autarch can deepstrike then you may Skyleap. (WAU Interpretation*)

Q./ 14.07 - *Can the Intercept skill be used to hit (non-Shaken/Stunned/Immobilized) Walkers with grenades on a 4+?*

A./ No as Walkers follow different rules than vehicles in Assault. (WAU Interpretation*)

Q./ 14.08 - *Can an Autarch riding a Jetbike (or with Wings) who arrives from Reserves on the same turn as a Spider unit with Surprise Assault Deep Strike into play with them, or must he have a Jump Generator?*

A./ He must be able to deepstrike. (WAU Interpretation*)

Q./ 14.09 - *Can Inactive Wraithguard/Wraithlords make a Sweeping Advance (if they are involved in a multiple combat and their side wins)?*

A./ No, they may not make a sweeping advance as they cant move. (WAU Interpretation*)

Q./ 14.10 - *Do Inactive Wraithguard/Wraithlords make Pile In moves at the end of a combat? If not, and all of their opponents are slain (by other friendly units in the combat) and no enemy models are able to Pile Into them, do they no longer count as 'Locked' in combat?*

A./ No, as they cannot move (WAU Interpretation*)

Q./ 14.11 - *Can a Fire Prism contribute its Prism Cannon to another Fire Prism that is out of range (more than 60" away)?*

A./ No, the Fire prism must be in range of its Prism Cannon (WAU Interpretation*)

Q./ 14.12 - Can a Fire Prism still contribute its Prism Cannon to another Fire Prism even if it is unable to fire its Prism Cannon for another reason (for example, its Prism Cannon has been destroyed or the Fire Prism is Stunned for the turn)?

A./No, the Prism Cannon must be able to fire to boost the other Fire Prism (WAU Interpretation*)

Q./ 14.13 - Can a Fire Prism contribute its Prism Cannon to another Fire Prism and still fire its Shiruken Catapults/Cannon at a separate enemy target?

A./No, the Fire Prism must forfeit all shooting to boost another Prism Cannon (WAU Interpretation*)

Q./ 14.14 - The Vibro Cannon rules do not state that it ignores the usual LOS restrictions. Models out of LOS are not normally allowed to be removed as casualties. Are enemy models out of LOS from a Vibro Cannon valid casualties?

A./Yes, models out of LOS of the Vibro cannon are valid casualties. (WAU Interpretation*)

Q./ 14.15 - Does a vehicle hit by a vibro cannon battery suffer a glancing hit for each weapon that successfully rolled 'to hit' or just a maximum of one glancing hit no matter what?

A./A vehicle suffers a glancing hit if any vibro cannons that successfully rolled to hit. (WAU Interpretation*)

Q./ 14.16 - A Warlock unit and the Farseer are a "single HQ choice" but do they form a single unit, or can both the Warlock squad and the Farseer be deployed out of coherency of each other?

A./They do not form a single unit and the Warlock squad can be set up separate to the Farseer. (Codex Eldar, p60*)

Q./ 14.17 - Do Shining Spears have "Eldar" Jetbikes (allowed to move 6" in the Assault phase even if they don't assault the enemy) or just regular Jetbikes?

A./Yes, they have Eldar Jetbikes (WAU Interpretation*)

Q./ 14.18 - Does a Wraithlord get the +1 Attack bonus in close combat for having "two single-handed weapons"? His Shiruken Catapults and flamers both appear to be single-handed to him.

A./No, a Wraithlord is armed only with a single close combat weapon. (WAU Interpretation*)

Q./ 14.19 - Can Swooping Hawks Deep Strike into play (use their grenade packs) and then Skyleap out of play in the same turn?

A./Yes, but bear in mind if the unit is off the table at the end of the game it counts as destroyed. Please check with a T.O. before trying this however. (WAU Interpretation*)

Q./ 14.20 - If an Autarch with a Warp Jump Generator (on his own) rolls doubles on his second jump is he removed as a casualty or can he attempt a save of any kind?

A./He is removed with no saves allowed; try running him with a Warp Spider squad instead... (WAU Interpretation*)

Q./ 14.21 - Can Guardians with a Heavy Weapon Platform embark on a transport vehicle?

A./Yes they can. (WAU Interpretation*)

Q./ 14.22 - A Skimmer with Vectored Engines moves more than 6" from where it started its move and then suffers an Immobilized result in the opponent's turn. Do further hits on that same turn still benefit from the Skimmers Moving Fast rule?

A./No, further hits that turn do not suffer from the Skimmers Moving Fast rule. (WAU Interpretation*)

Q./ 14.23 - Does a Vibro Cannon hit units locked in close combat?

A./Yes it does, any friendly or enemy units in the line are hit regardless of whether they are locked in combat. (WAU Interpretation*)

Q./ 14.24 - The Vibro Cannon rules don't mention that the 36" line has to be a straight line. Can it be drawn curved, zig-zagged, etc at the firing player's discretion?

A./The 36" line has to be straight, measured from any of the participating Vibro cannons (WAU Interpretation*)

Q./ 14.25 - *Is the Strength of a vibro cannon battery increased by cannons that successfully rolled 'to hit', or just by the total number of cannons in the battery regardless of whether they hit or not?*

A./ Yes, as long as one hits, they all add to the strength. *WAU Interpretation**)

Q./ 14.26 - *Does Eldrad get the +1A bonus for having "two single-handed weapons" in close combat while wielding his Staff of Ulthamar?*

A./ Yes as it does not say it is a two handed weapon. *(WAU Interpretation*)*

Q./ 14.27 - *When Eldrad uses Divination to move a vehicle with an embarked unit onboard, does he count as having moved two units or just one?*

A./ Units inside a vehicle do not count as being on the table so do not count for Eldrads limit. *(WAU Interpretation*)*

Q./ 14.28 - *The Autarch comes with a Shiruken Pistol and he is able to take another single-handed weapon and a two-handed weapon as well. Does this mean he can have one two-handed weapon and two single-handed weapons all at the same time?*

A./ Yes he can *(WAU Interpretation*)*

Q./ 14.29 - *Can Farseers, Warlocks and Autarch use Fleet while mounted on a Jetbike or if equipped with a Warp Spider Jump Generator?*

A./ No, as the respective troop types lose the fleet special rule, it stands to reason Farseers and Autarchs would also lose the ability. *(WAU Interpretation*)*

15.0 Imperial Guard

15.01 - Imperial Guard combat Servitors do indeed have WS4 whilst Daemon hunter ones have WS3. It looks like Servitors accompanying Engineers have had better programming to cope with battlefield conditions. Honest. *(GW Official FAQ)*

15.02 - When a model has the Honorifica Imperialis, it adopts the new profile entirely, but saves, equipment, and special rules are unaffected. A Techpriest Engineer would still have his power armour for example. This fact does mean there is no point in giving the Honorifica to a model with superior capabilities. *(GW Official FAQ)*

15.03 - The full cost of an Engineer's servitors counts against his Wargear limit. *(GW Official FAQ)*

15.04 - It is possible to take more than one Improved Comms in the army. However you may never re-roll a D6 more than once. For example, you may use multiple Improved Comms to re-roll more than one failed reserve roll, but it has no additional effect on Preliminary Bombardment. *(GW Official FAQ)*

15.05 - Improved Comms vehicles confer this benefit even if they are still in Reserve. *(GW Official FAQ)*

15.06 - Inducted Imperial Guard in a Daemonhunters army select from the Imperial Guard armoury with all the implicit restrictions. *(GW Official FAQ)*

15.07 - A Priest with a Holy Relic may only reveal it provided he "does not move on the turn it is shown." However, the Priest's Righteous Fury rule says that he "always count[s] as moving even if stationary." The best solution is to say that for this purpose "move" covers actually moving the figure with the Holy Relic or the unit it is with during the Movement Phase. *(GW Official FAQ)*

15.08 - Gaunt has a Trademark Item and is Fearless, passing this ability on to his squad. The Trademark Item's only effect is therefore to make his squad take a Morale check when he dies. *(GW Official FAQ)*

15.09 - Last Chancers sub-units can claim table quarters and other objectives. *(GW Official FAQ)*

15.10 - You do not have to use a Command Platoon if you field an all Last Chancer army with Col. Schaeffer as its HQ. *(GW Official FAQ)*

15.11 - You are not required to spend a Doctrine Point to be able to take Storm Troopers and then an additional doctrine point for Grenadiers. Storm Troopers are Imperial troops assigned to a regiment in the field. Grenadiers are elite members of the same regiment. *(GW Official FAQ)*

15.12 - If you choose to play one of the listed regiments in the Codex, you get all the listed doctrine abilities, even if there are more than five. Some regiments of the Imperial Guard have lengthy military traditions and have developed more doctrines as a result. *(GW Official FAQ)*

15.13 - If an Independent Commissar is attached to a unit, he adds 1 to the commander's Leadership and will execute him if a morale test is failed. *(GW Official FAQ)*

15.14 - The Hardened Fighters doctrine must be purchased for each squad, not for each platoon. *(GW Official FAQ)*

15.15 - If a squad has the Warrior Weapons special equipment doctrine, you upgrade some lasguns to special or heavy weapons, the remainder are upgraded to Warrior Weapons. *(GW Official FAQ)*

15.16 - If you use regimental doctrines and don't "buy back" Sanctioned Psykers, you can still upgrade a penal legionnaire under Schaeffer to become a Psyker. *(GW Official FAQ)*

15.17 - The rules for the doctrine Sharpshooters says, "Any Guard Infantry model with a BS of 3 may make a single re-roll of a shooting to hit roll of 1." The reference to a single re-roll means that a D6 cannot be re-rolled more than once. If you rapid fire, you may re-roll any 1's. *(GW Official FAQ)*

15.18 - If you buy Light Infantry for the two squads in a Platoon but not for the Command squad, the Platoon deploys its different elements separately. *(GW Official FAQ)*

15.19 - When firing the Hellhound's Inferno Cannon, you must try to cover the most enemy models subject to range and line-of-sight limitations. You do not place the template out of range to cover more models. *(GW Official FAQ)*

15.20 - 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. *(GW Official FAQ)*

15.21 - The Commissar's Leadership bonus applies to the Junior Officer's, Senior Officer's, or Heroic Senior Officer's Leadership special rule if he is placed with the Command HQ. He focuses the Officer's mind nicely. *(GW Official FAQ)*

15.22 - If a Commissar is with a unit that does not have an Officer or Sergeant leading it, the Summary Execution rule means the unit will take one casualty before then passing its Morale test. *(GW Official FAQ)*

15.23 - Horses steer themselves, so Rough Riders gain the normal +1 Attack bonus from additional close combat weapons. (GW Official FAQ)

15.24 - Special rules such as Iron Discipline or Wargear such as a Trademark Item are not conveyed down a Vox link. (GW Official FAQ)

15.25 - If the Rough Riders are charged, they may use the Hunting Lance. They will not get the Strength or Initiative bonus but will count as having power weapons. (GW Official FAQ)

15.26 - The army list entries give the correct armour for the Hellhound and the profile of the Priest. Not the quick reference sheet. (GW Official FAQ)

Q./ 15.27 - *When guard officers leadership is used by a squad within 12 inches to test on is it his base leadership, i.e. Id8 for junior officers, or does it include their boosted leadership from: commissars, close order drill or other officers with higher leadership within 12 of the junior officer, i.e. heroic senior officer with Id9, but no the squad taking the test.*

A./ commissars - No, close order drill – Yes, or other officers with higher leadership – No (UK '06 GT FAQ)

Q./ 15.28 - *Can Creed and Kell be played in non-cadian shock troops armies. His rules say any cadian army, but it is unclear if this is supposed to refer to shock troops only*

A./ Yes (UK '06 GT FAQ)

Q./ 15.28 - *The Imperial Guard sniper rifle does not have the sniper or pinning trait, what do I do ?*

A./ As shown in the Wargear Book;

Range 36" S n/a AP 6 Heavy, Sniper, Pinning (WAU Interpretation)

16.0 Necrons

16.01 - Necrons that are down, awaiting an opportunity to make their We'll Be Back (henceforth WBB) roll, do not count as Necrons of the same type for determining whether a WBB roll can be made. *(GW Official FAQ)*

16.02 - A Necron unit falls back, having been beaten in close combat by a unit with power weapons. However, there is a Resurrection Orb nearby. To keep things simple, when the casualties are suffered assess whether they are in range of the Resurrection Orb. If they are, lay them down and move them with the unit. If they are not in range of the Orb, remove them entirely. You will then know how many WBB rolls to make at the start of your next turn. The same logic applies if the Necrons fall back after taking shooting casualties. *(GW Official FAQ)*

16.03 - Necrons who fail their WBB roll are removed unless you intend to use a Monolith portal to teleport the unit during the current move. *(GW Official FAQ)*

16.04 - Damaged warriors count as casualties if the game ends before they are allowed a WBB roll. *(GW Official FAQ)*

16.05 - Necrons destroyed by the Sisters of Battle Divine Guidance who roll a 6 to wound count as being destroyed with power weapons and cannot make a WBB roll. This revision is also the case with Tyranid Rending Claws or Daemonic Talons. *(GW Official FAQ)*

16.06 - Wraiths who fail their Invulnerable save from power weapons/monstrous creatures hits do not get a WBB roll unless there is a Resurrection Orb within 6". *(GW Official FAQ)*

16.07 - When using the Monolith Portal, the Codex states that a unit disembarking from a Monolith counts as getting out of a stationary vehicle. This rule means that the move to emerge from the Monolith constitutes the transported unit's move. After all an extra move beyond teleportation is not stated as part of the deal. If the unit teleported has already moved before being teleported, it may only be deployed within 2" of the portal; if it hasn't already moved, it may deploy out 2" and then move normally. *(GW Official FAQ)*

16.08 - The Monolith's Gauss Arc can only engage targets that it would normally be able to fire at, so it cannot fire into close combat and must have a line-of-sight. *(GW Official FAQ)*

16.09 - The Monolith's Particle Whip follows the core rules in the Warhammer 40,000 rulebook (i.e., if you move the Monolith, you must roll 2D6 and take the higher if the shot scatters). *(GW Official FAQ)*

16.20 - Enemy models require 6's to hit a Monolith in close combat as it is a skimmer. *(GW Official FAQ)*

16.21 - An immobilised Monolith is no longer counted as a skimmer; it is now a stationary vehicle and will be hit automatically in close combat. *(GW Official FAQ)*

16.22 - Any model directly under the centre of the Large Blast Template of the Particle Whip takes an AP1 hit. The new rules for blast weapons state that the defending player may remove casualties from the unit as a whole, not necessarily those under the template, and this rule remains in effect with the exception of the model directly beneath the hole of the template. *(GW Official FAQ)*

16.23 - When attacking a Monolith, extra penetration dice and doubling scores are much the same thing – don't count any bonus penetration of any sort against a Monolith. So no bonuses for multiple Talos attacks, tank-hunter veteran skills, etc. The only exception is the Vindicare Assassins' turbo-penetrator round. As this shell is not bonus penetration as such, it will work. Note that you still roll 2D6 and pick the higher when attacking a Monolith with ordnance weapons. *(GW Official FAQ)*

16.24 - The Monolith cannot fire the Particle Whip (as it's an ordnance weapon) and Gauss Flux Projectors in the same turn. *(GW Official FAQ)*

16.25 - Necron Warriors in Reserve only require a Monolith to enter when they use their special reserves rule. If they are using this rule and all available Monoliths are destroyed they count as destroyed and may therefore trigger the phase out of the on-table portion of the army. *(GW Official FAQ)*

16.26 - When rolling for Reserves that include a Monolith and one or more Necron Warrior Squads using their special Reserves rule, roll for Reserves as normal. If the Monolith is available it can enter the table normally. If any of the warrior squads are available, one must now be deployed using the Monolith's Portal ability. *(GW Official FAQ)*

16.27 - If a unit is wiped out, and there are no models of a like type within 6" (and no Tomb Spyder around), a Resurrection Orb does not allow downed Necrons to make WBB rolls. *(GW Official FAQ)*

16.28 - Enemy units with one or more models in contact with the Lord are affected by the Gaze of Flame. *(GW Official FAQ)*

16.29 - An enemy unit in close combat that falls back due to the effects of a Nightmare Shroud cannot be destroyed by a Sweeping Advance, as this result would interfere too much with the normal

sequence of play – the Necrons fighting the unit that fell back may only consolidate. However, there is nothing to stop the Necrons that were in close combat with it subsequently shooting at it or assaulting it if it is still in range. *(GW Official FAQ)*

16.30 - The Strength 3 hits from a Lightning Field are from unsaved wounds only. *(GW Official FAQ)*

16.31 - A Necron Lord with a Chronometron may roll 2D6, discarding the lowest when determining whether they successfully break off from a lost close combat or catch a defeated enemy unit attempting to break off. *(GW Official FAQ)*

16.32 - Necron Lords who upgrade their Staff of Light to a Warscythe lose the shooting attack from the Staff. *(GW Official FAQ)*

16.33 - Necron Lords who have a Phase Shifter and lose their last wound from a power weapon or other weapon that disallows a standard armour save, may only make a WBB roll if they have a Resurrection Orb. *(GW Official FAQ)*

16.34 - Despite the fact that the C'tan is a God, Gift of Chaos still turns the C'tan into a mewling Chaos Spawn on a 6 (assuming the Invulnerable save is failed) and the C'tan is removed as a casualty as normal. However, after the battle, the living metal of the Necrodermis will find a way to overcome the effects and woe betide the Sorcerer then! *(GW Official FAQ)*

16.35 - The C'tan Deceive ability does affect Fearless models. *(GW Official FAQ)*

16.36 - A Necron squad is forced to fall back and comes within 6" of Necron casualties of the same type from another unit. At the start of the Necron turn, those Necrons make a WBB roll and several of them stand up. Now they must join the closest unit. There are a few points to consider here: Even if the unit in range is broken, the new troops can join this unit. If they join a unit that is broken, the unit remains broken. If they join a broken unit, the repaired Necrons fall back with the broken unit. If the new models raise the troop strength above 50%, it will meet the 50% criteria for regrouping and may regroup at the appropriate time. *(GW Official FAQ)*

16.37 - If Pariahs come within range of a Seer Council, the whole Seer unit tests to resist the effects of the Pariahs Psychic Abomination rule as one, using the Leadership of 7 that they are reduced to by the Pariahs. *(GW Official FAQ)*

16.38 - Fearless troops are not affected by the Flayed Ones Terrifying Visage ability. *(GW Official FAQ)*

16.39 - Though it might seem obvious...Scarab swarms utilise the Swarms rules as presented in the Universal Special Rules section of the Warhammer 40,000 rulebook. *(GW Official FAQ)*

Q./ 16.40 - Where do you measure from to see if a necron is in 6" of a unit of the same type for WBB rolls?

A./ The whole unit can roll as long as one model is within range. *(UK '06 GT FAQ)*

Q./ 16.41 - 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?

A./ The Lord model is placed the shortest safe location more than 1" away from the enemy models *(WAU Interpretation)*

Q./ 16.42 - 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, the rules intent was that a monolith had to be included in the army to utilise the reserves rule. *(WAU Interpretation)*

Q./ 16.43 - The Living Metal rule says: ". . .any weapon attacking the Monolith will roll for armour 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, as the Powerfist strikes at double the users strength. The weapons strength is not augmented. *(WAU Interpretation)*

Q./ 16.44 - Do Destroyers and Heavy Destroyers count as the same model type for the We'll Be Back rule?

A./ If a unit is in a different army list entry, and has a different name, then, for the purposes of the WBB rule they're different types. *(GW EoT FAQ)*

Q./ 16.45 - *If Necrons are massacred in a Sweeping Advance, assuming I have a Tomb Spyder nearby and the same type of Necrons are on the table, could I perform WBB on the models that were killed in the assault (excluding the ones caught by the Sweeping Advance of course)*

A./ Assuming all other criteria are met, the Warriors that went down prior to the sweep can WBB.
(WAU Interpretation*)

17.0 Orks

17.0.01 - The limitation on Big Mek's Mekboy bodyguard of not having the same equipment only applies to the Big Mek's bodyguard, not to other Mekboyz in the Warboss' retinue or leading Burna Boy mobs. *(GW Official FAQ)*

17.0.02 - You can take a maximum of one Warboss. Two Warbosses would only appear if there were two separate warbands fighting (i.e., if you were using multiple detachments). *(GW Official FAQ)*

17.0.03 - A bionic arm does not count toward the 2 single or a single/double limitation on weapons. *(GW Official FAQ)*

17.0.04 - In the Wargear rules under the Bosspole it says that it may be carried by a Grot. Unfortunately, you can't buy the Grot to carry it; The solution is as follows: Banna Wavva: 3 points; Grot statline: May carry a bosspole or a Waaagh! banner. Only the luckiest Grots are chosen for the job and they always seem to know when to dodge behind the nearest cover, or Ork, to avoid fire. Consequently, the Banna Wavva is only removed as a casualty when there are no other models that could be removed instead. Once removed, all benefits are lost. Banna Wavvas are armed with a Grot blasta. *(GW Official FAQ)*

17.0.05 - When a character with Squigs (attack or hound) or Grots as wargear dies, they are removed as well. *(GW Official FAQ)*

17.0.06 - Mekboy force fields confer concealment to vehicles and cover to non-vehicles. *(GW Official FAQ)*

17.0.07 - With reference to the Living Shield rule for Gretchin Mobs, Grots can be used as cover for models behind them when the Grots are shot "through." This occurs when the line-of-sight for an enemy shot is drawn through the Grots. *(GW Official FAQ)*

17.0.08 - When Flash Gitz upgrade their shootas to kustom jobs, all must take the same type of kustom job. *(GW Official FAQ)*

17.0.09 - Lootas may take the transport option from the squad type they have Looted Weapons from as well as its weapons. *(GW Official FAQ)*

17.0.10 - The indirect fire option for a Basilisk is considered a weapon option rather than a vehicle upgrade, so can be taken for a looted Basilisk. *(GW Official FAQ)*

17.0.11 - Killer Kans are treated as Ork Dreadnoughts with regards to vehicle upgrades. *(GW Official FAQ)*

17.0.12 - Note that Big Gunz units are artillery as defined in the Existing Unit Types section of the Warhammer 40,000 rules. *(GW Official FAQ)*

17.0.13 - When a zzap gun is mounted on a Battlegon and rolls an 11 or 12 for the Strength of its shot, there is no additional effect above the irritation of the weapon not firing. *(GW Official FAQ)*

17.0.14 - The rules for the zzap gun state that you pick a target model. This rule does not mean that the gun can force a specific model to be removed as a casualty in a squad. The use of the word "model" is in reference to vehicles, which will be the normal target of a zzap gun. When firing into a squad, the owner of the squad can still pick which model is removed as with any other type of normal shooting, obeying the normal targeting rules. *(GW Official FAQ)*

17.0.15 - The choppa modifier applies only to Armour saves. *(GW Official FAQ)*

17.0.16 - Orks in mega armour always count as if they are moving in Difficult Terrain, unless they are falling back (when they move like other infantry). *(GW Official FAQ)*

17.0.17 - Ork units behind Warbikes receive a cover save against any attempts to fire past the warbikes whether it's over, under, or through. This rule will apply to Grot screens too, of course. *(GW Official FAQ)*

17.0.18 - The presence of Squigs will slow down a bike or Stormboyz unit that they are attached to. *(GW Official FAQ)*

17.0.19 - Ammo runts do not affect the Armour save of a unit. Their rules state that they cannot be chosen as a casualty from enemy shooting and hence can't make saves. *(GW Official FAQ)*

17.0.20 - Killer Kans do not get to Waaagh! although they are listed as a Mob. *(GW Official FAQ)*

17.0.21 - When a Mekboy with a kustom force field is riding in a vehicle, the force field's effect is measured from the Mekboy model himself, not his vehicle. When determining if an Ork vehicle is close enough to a kustom force field to count as being "concealed," more than 50% of the vehicle has to be within 6". *(GW Official FAQ)*

17.0.22 - Trukk boys special rule specifies they get hurt on a 6+ if the truk is destroyed; this should be extended to cover emergency disembarks at high speed vs penetrating hits. *(GW Official FAQ)*

17.0.23 - Ghazghkull can only use his Adamantium Skull to butt enemy models that are in base-to-base contact with him. *(GW Official FAQ)*

17.0.24 - Nazdreg's Blasta-X has the following profile: Range 36" Strength 7 AP2 Type: Assault 1, Gets Hot. (GW Official FAQ)

17.0.25 - Boss Zagstruk's Vulcha Boyz. Note that when they perform a Turbo Swoop move, they must take a Dangerous Terrain test. (GW Official FAQ)

17.0.26 - Wazdakka Gutzmek's Grot servant Fixit allows him to re-roll Dangerous Terrain tests. (GW Official FAQ)

Q./ 17.0.27 - *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?*

A./ All units retain their special rules; players must ensure that their units are easily identifiable and their opponents can tell the difference. (WAU Interpretation*)

Q./ 17.0.28 - *Can Orks use the power of Waagh when making a sweeping advance as the codex seems to say they can?*

A./ No (WAU Interpretation)

Q./ 17.0.29 - *I'm unsure how to interpret the "a mob behind the mobs current position" in the mobbing up rule. Is it:*

(a) Within the broken mobs fallback corridor

(b) Max 45 degrees behind the mob

(c) 180 degrees behind mob

(d) Something else entirely

A./ C as its behind the current position (WAU Interpretation*)

17.1 Orks Clans

Q./ 17.1.01 - Are these 'official'? Can I use them without an opponents consent? At a Tournament?
A./ Yes they are official and not 'opponents consent' trial rules. As with other Chapter Approved material ask the Tournament Organisers whether they will permit Klans. (GW EoT FAQ)

Q./ 17.1.02 - Why can't Snakebites take Squigoths, or Evil Sunz have trukboyz as troops? Both seem logical and characterful options...

A./ We felt that these moves would make the Klanz almost identical to the Feral Orks or Kult of Speed respectively on the tabletop so we chose not to include them. (GW EoT FAQ)

Q./ 17.1.03 - What if a unit isn't listed in core, common or rare categories for a Klan?

A./ Then it can be chosen from the Ork codex list with no modifiers to its availability. (GW EoT FAQ)

Q./ 17.1.04 - Does taking oddboyz (Doks or Meks) increase a mobs' size?

A./ No, One of the boyz in the mob is upgraded instead of upgrading one to a Nob. (GW EoT FAQ)

Q./ 17.1.05 - Can an Oddboy upgrade be taken for a mob which can't have a Nob?

A./ No (GW EoT FAQ)

Q./ 17.1.06 - Can you take a Mekboy in a warbikes mob, if so what weapons can he take?

A./ Only in an Evil Sunz Clan (because for them Warbikes are a Troops choice and you can only take Oddboyz for Troops choices). He must take a Kustom force field (a two handed weapon) as part of the Clan Boss upgrade so he may have one more single handed weapon bought from the armoury. (GW EoT FAQ)

Q./ 17.1.07 - Does such an Oddboy gain any mob special rules such as psycho bikers? Does he gain their equipment.

A./ Yes, he is a member of the unit in all respects, just like a veteran sergeant or Nob, so he is equipped in the same way (before any additional wargear is added) and has the same skills. (GW EoT FAQ)

Q./ 17.1.08 - Oddboyz for some Klanz have to take three Oilers or Orderlies as appropriate, are these bought separately? Are they compulsory?

A./ Yes they are bought as Wargear for extra points and yes they are compulsory. The Oddboyz in these Klanz are traditionally attended by a group of Gretchin assistants, and the Klanz themselves boast larger numbers of Gretchin than the others. (GW EoT FAQ)

Q./ 17.1.09 - Which units entries should be used for looted vehicles and weapons, the ones in the back of the Warhammer 40,000 rulebook (as stated in the Ork Codex) or the ones in the appropriate Codex.?

A./ If the right Codex entry is available it takes precedence over the rulebook entry. (GW EoT FAQ)

Q./ 17.1.10 - Can looted vehicles be given upgrades other than the Ork ones ie Vox casters, hunter killer missiles?

A./ No, even Blood Axes and Deathskulls will Orkify looted vehicles rather than keeping them in mint condition. (GW EoT FAQ)

Q./ 17.1.11 - Can Lootas take a Looted transport vehicle as part of their chosen unit's options?

A./ No, transport vehicles are a separate part of the unit entry in the list, and Lootas only gain access to the 'options' part of entry. (GW EoT FAQ)

Q./ 17.1.12 - A Bad Moon Warboss gets a Kustom mega blasta for free. Does he have to take it? What if he takes Mega Armour?

A./ No he doesn't have to take it, if he does and also takes mega armour treat the Kustom Mega Blasta as Assault 1 instead of Heavy 1. (GW EoT FAQ)

Q./ 17.1.13 - Do Flash Gitz have to take Kustom jobs on their shootas?

A./ No. (GW EoT FAQ)

Q./ 17.1.14 - Does a Pigdok have to be present if the army use any boars, cyboars or supercyboars?

A./ No (GW EoT FAQ)

Q./ 17.1.15 - *What armoury do Pigdoks use?*

A./ The Feral Ork armoury. (GW EoT FAQ)

Q./ 17.1.16 - *What wargear choices can be made by a Warboss on a super cyboar? Can his bodyguard be mounted on Boars or cyboars? Can it include Pigdoks?*

A./ For a Warboss on a super cyboar choose his bodyguard and wargear from the Feral Ork list and armoury. (GW EoT FAQ)

Q./ 17.1.17 - *Can a Warboss on a super Cyboar join ordinary Boarboyz and get them to fleet of foot (hoof?) by pressing 'the big red button'?*

A./ No, the big red button only works on cyboars. (GW EoT FAQ)

Q./ 17.1.18 - *If a mounted Warboss joins a mob on foot what happens?*

A./ The Warboss is limited to moving at the same speed as the mob as long as he is joined with them. (GW EoT FAQ)

Q./ 17.1.19 - *Can a Blood Axe Warboss infiltrate?*

A./ No, he's way too big! (GW EoT FAQ)

Q./ 17.1.20 - *If a Blood Axe Warboss is upgraded with a Chimera transport does that count against the armies' number of other looted vehicle choices?*

A./ No (GW EoT FAQ)

Q./ 17.1.21 - *Can Evil Sunz replace a trukkmobs Nob with a Mek, or add an extra Mek to a Burnaboyz unit?*

A./ No in both cases - Trukkmobs aren't Troops choices, and Burnaboyz have a Mek anyway and can't have another as there isn't a Nob to replace (see Oddboyz above). (GW EoT FAQ)

18.0 **Tau Empire**

Q./ 18.01 - *Does the Devilfish bought for a Pathfinders squad have the Scouts special rule?*

A./ No, the squad has the Scouts rule, but the vehicle does not. So, the Pathfinders may benefit from the special rule's effects only if they decide to begin the game not embarked on their transport. In this case, the squad benefits from the Scouts special rule, but the vehicle does not. If the squad decides to begin the game inside the Devilfish, they do not benefit from the Scouts special rule. (GW Official FAQ)

Q./ 18.02 - *I can't understand the rules for independent characters and Bodyguard/Honour Guard for Tau characters, especially if they also select drones as part of their wargear. For example, do Tau characters with a retinue always count as independent characters for the purposes of close combat, or do they not? Can you please clarify this?*

A./ If, when selecting your army, you buy a Tau character without a Bodyguard, he (and his drones) may join/leave units as a normal independent character. In combat, the character (and his drones) count as a separate unit.

If, when selecting your army, you buy a Bodyguard for a Tau character, the Bodyguard and the character (and his drones) must be fielded as a unit. In this case, the character (and his drones) cannot leave the Bodyguard unit.

The character (and his drones) are members of the unit in all respects, except close combat, when he (and his drones) count as a separate unit. Only if the entire Bodyguard is destroyed, the character returns to being an independent character, as described above. The same is true for Ethereals and their Honour Guard. (GW Official FAQ)

Q./ 18.03 - *The text says that the Spotter of a Sniper Drones squad is equipped with a drone controller. Does that mean he must buy 1 or 2 extra drones for his squad? Also, does that mean that if he is killed, the drones are removed, or do they continue to operate as a Drones squadron?*

A./ The drone controller he is equipped with is used to control the Sniper Drones. This means that he cannot buy any extra drones and, if he is killed, the entire squad is removed. (GW Official FAQ)

Q./ 18.04 - *Can Commander Shadowsun join another unit as long as she has her drones with her? Can she have a Bodyguard?*

A./ No and no. She is unique in the fact that she forms a separate unit with her three drones – she is the same as an upgrade character for them – and only if her three drones are destroyed does she become an independent character. (GW Official FAQ)

Q./ 18.05 - *I don't understand the wording for the cyclic ion blaster. What does the weapon counting as AP 1 have to do with the target's Toughness (last line in the weapon's description)?*

A./ Please ignore the words "regardless of the target's Toughness" and assume that the sentence ends at "AP1". (GW Official FAQ)

Q./ 18.06 - *Shadowsun's Command-Link Drone special rule (P47) says: "any Tau units within 18" may use her Leadership for any Morale, Pinning or Target Priority tests". Is this within 18" of the drone or Shadowsun herself?*

A./ 18" of the drone. (GW Official FAQ)

Q./ 18.07 - *Does an army including Commander O'Shova also need to include the mandatory Commander from the list (as they are 1+)?*

A./ Yes, you still need to field another Commander alongside O'Shova. (GW Official FAQ)

Q./ 18.08 - *On page 29 the carbine entry says that you must take a Pinning test if you take a 'Wound', but the rulebook entry for pinning weapons says 'Casualty'. Are they different things, ie. does a multi-Wound model have to take a Pinning test if Wounded but not killed?*

A./ It should be the same as the rulebook. Please use the Pinning rule as it is in the rulebook. (GW Official FAQ)

Q./ 18.09 - *The last caption on page 53 regarding the equipment permitted for Crisis and Stealth suits seems to contradict the army list...*

A./ Please ignore the last caption on page 53. (GW Official FAQ)

Q./ 18.10 - Can a marker drone in a unit using Advanced Stabilization Systems move and fire it's Markerlight?

A./ No, the drones don't have ASS and therefore cannot benefit from it. (WAU Interpretation)

Q./ 18.11 - 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, as any combination implies you can. (WAU Interpretation)

Q./ 18.12 - Does having a single model in the unit firing a smart missile system exempt the entire unit from taking a Target Priority test?

A./ Yes, However you must fire the Smart Missile System to be able to ignore target priority (WAU Interpretation)

Q./ 18.13 - When Gun Drones disengage from a vehicle are they placed within 2 inches of any vehicle access point (as passengers are), or are they placed within 2 inches of their particular "recesses"?

A./ 2" of the access points; or recesses if they don't have recesses (WAU Interpretation)

Q./ 18.14 - 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./ Use the Ld value of Drone Squadrons (7) (Codex Tau p30*)

Q./ 18.15 - Do Gun Drones on a vehicle/vehicle squadron all disembark if the vehicle suffers a penetrating hit (and take a pinning test if they aren't immune to Ld tests)?

A./ Yes, if one disembark, all have to (Codex Tau, p30*)

Q./ 18.16 - If a single vehicle in a squadron is destroyed are all disembarking Gun Drones considered entangled (since they form a single unit)?

A./ Yes (WAU Interpretation)

Q. 18.17 - Just wondering if Tau markerlights can be used to reduce the cover save granted by the Eldar power Conceal?

A./ Yes, because it's a cover save. (WAU Interpretation*)

Q./ 18.18 - Can you fire at Independent Characters if a unit of Stealth Suits are closer? The character is not the closest target, and the Stealth Field Generator does not let you specifically ignore this rule, does it?

A./ You may ignore Stealth Suits for the purposes of target priority but the IC protection overrides this as it does not rely on target priority. (WAU Interpretation*)

Q./ 18.19 - Can a Tau Skimmer with Landing Gear land if its stunned?

A./ No as Crew Stunned makes reference to losing control and landing implies you need control, because if you don't you merely crash. (WAU Interpretation*)

19.0 Tyranids

Q./ 19.01 - *Can I take extended carapace and warp field to get a 1+ armour save?*

A./ No, the best armour save you can get is 2+. The extended carapace only affects the creature's normal armour save and not the psychically-generated warp field. (GW Official FAQ)

Q./ 19.02 - *If a Tyranid creature in synapse range is wounded by a weapon with a Strength of more than double their Toughness, do they suffer Instant Death or do they suffer only one wound?*

A./ They suffer only one wound. The book is wrong, and the second bullet point of the Synapse Creatures rules should read: "Tyranids within Synapse range as described above(including the Synapse Creature itself) are not affected by the Instant Death rule. Note that this does not apply to Ripper Swarms." (GW Official FAQ)

Q./ 19.03 - *Following the previous answer, what happens if a Tyranid in synapse range suffers Instant Death from a weapon that does not have a Strength value, like a Wraithcannon?*

A./ They are killed, in the same way as if they were hit by a weapon with a Strength of more than double their Toughness. (GW Official FAQ)

Q./ 19.04 - *What happens when a Carnifex or a Lictor is out of synapse range and a fearless creature fails synapse, but can't fall back?*

A./ If a fearless Tyranid is outside synapse range and, wishing to move, fails its Ld test, it must Lurk instead, as described in the Instinctive Behaviour chart. (GW Official FAQ)

Q./ 19.05 - *Is the Hive Tyrant an independent character?*

A./ No, so it cannot join other units. The only exception to this is, of course, its retinue of Tyrant Guard. This unit follows the rules for retinues (except that the Tyrant counts as an upgrade character with this unit) until the Guards are all destroyed, at which point the Tyrant reverts to the normal rules for monstrous creatures. (GW Official FAQ)

Q./ 19.06 - *If a Hive Tyrant with a Tyrant Guard is the only model visible to the shooter, can the Guards be hit instead?*

A./ No, if the only target in view or in range is the Tyrant(for example if the Tyrant and its unit are inside/behind size 2 terrain), only the Tyrant will be hit. (GW Official FAQ)

Q./ 19.07 - *If a Spore Mines Cluster deep strikes and lands on an enemy unit or impassable terrain, is it destroyed or does it detonate?*

A./ It detonates – resolve the barrage in the exactly the same way as you would for a cluster fired in the shooting phase. (GW Official FAQ)

Q./ 19.08 - *If my Biovores fire a Spore Mines Cluster on an enemy model and score a hit, the rules say that I should resolve the explosion at the end of the phase. How does this work?*

A./ If the cluster lands on an enemy model it detonates immediately, as it would be awkward to have to hold models on top of each other. In any other case, the cluster explodes at the end of the relevant phase. (GW Official FAQ)

Q./ 19.09 - *If a Carnifex or Hive Tyrant has two twin-linked devourers or deathspitters (ie. four of the same weapon), does it get to fire two twin-linked weapons? In other words, does firing a twin-linked weapon count as firing one or two weapons?*

A./ Firing a twin-linked weapon counts as firing a single weapon, so the Carnifex/Tyrant gets to fire two twin-linked weapons. (GW Official FAQ)

Q./ 19.10 - *If a bio-acid Spore Mine detonates and hits a vehicle, its Strength is listed as 2D6+3. As it is a blast weapon, is this Strength value halved if the hole in the centre of the template is not over vehicle in question?*

A./ No, because they do not use their basic strength and apply a special rule instead. Bio-acid Spore Mines always roll 2D6+3 to penetrate vehicle armour, giving an average value of 10. (GW Official FAQ)

Q./ 19.11 - *Can leaping Tyranid Warriors setup in escalation? They have a different move mode from the normal move 6" charge 6"*

A./ No (UK '06 GT FAQ)

Q./ 19.12 - Do Lashwhips stack? i.e. if 3 tyrant guard are in base contact with a daemon prince, does it lose 3 attacks or just one?

A./ Yes, it loses 3 attacks (to a minimum of one) (UK '06 GT FAQ)

Q./ 19.13 - What Happens when a Farseer with Runes of Witnessing casts a power, but there is a model with shadows of the warp? 4 dice discard the highest and the lowest or do they cancel each other out?

A./ The dice portion of the rules cancel each other out, ie you roll 2D6 and ignores Perils of the Warp. (UK '06 GT FAQ)

Q./ 19.14 - 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 (WAU Interpretation)

Q./ 19.15 - If a carnifex is given two venom cannons, or two barbed stranglers, does the creature gain two seperate 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./ 2 shots twin-linked (WAU Interpretation)

Q./ 19.16 - If a Carnifex has Rending Claws do their Bio-Plasma and Tail Attacks benefit from the Rending ability?

A./ Tail Attacks no as it is a special close combat attack, but Bioplasma can benefit from rending as it is simply an extra combat. (WAU Interpretation)

Q./ 19.17 - Can a Monstrous Creature benefit from both rending, and the Monstrous 2d6 penetration at the same time.

A./ No, the creature may choose to either strike with 2d6 penetration OR use it's rending ability in any given assault phase (declare which weapon you are using before rolling of course) (BGB, p55)

Q./ 19.18 – Bioplasma, does it hit Skimmers on 4+ and can it rend?

A./ Yes (WAU Interpretation)

20.0 Witch Hunters

20.01 - The mancatcher functions as described in the Codex for all models engaged in combat as outlined on p. 38 of the Warhammer 40,000 rulebook. *(GW Official FAQ)*

20.02 - *Pintle-Mounted Storm Bolter* - Disregard the last sentence of the rules for this vehicle upgrade. This sentence will be removed in the next reprint. *(GW Official FAQ)*

20.03 - *Holy Rage* - Disregard the reference to Sweeping Advance being compulsory – it is now automatic for all troops except those noted as not being allowed to make a Sweeping Advance. This reference will be removed in the next reprint. *(GW Official FAQ)*

20.04 - The rules for Priests state that the unit always counts as moving, and must always charge. To clarify, this rule effectively means that units with an attached Priest may never fire a Rapid Fire weapon if they are within charge range of an enemy, as to do so would preclude them from charging. If there are no enemies within charge range, they can still fire at targets up to 12" away, but not beyond, as they always count as moving. *(GW Official FAQ)*

20.05 - Holy Hatred is identical to the Universal Special Rule Preferred Enemy – except, of course, that the Celestians hate everyone! *(GW Official FAQ)*

20.06 - *Seraphim and Saint Celestine* - Both of these units have the Hit & Run ability as described in the Warhammer 40,000 Universal Special Rules. *(GW Official FAQ)*

20.07 - Saint Celestine confers her Fearless special rule to any unit she joins as stated in her own special rules – this rule is an exception to the Warhammer 40,000 Universal Special Rules. *(GW Official FAQ)*

20.08 - The rules regarding the Penitent Engine losing Attacks upon taking Armament Destroyed results remains unchanged, but remember that once both arms are destroyed, the Engine's Attacks no longer ignore armour saves. *(GW Official FAQ)*

20.09 - *Strength in Solitude* - This entry is now redundant, though still useful as a reminder of the rules, as it now applies to all characters that are Monstrous Creatures. *(GW Official FAQ)*

20.10 - When an Inquisitor is equipped with a psyoculum, any unit he is attached to or part of, such as a retinue, also benefits from the item's effect. *(GW Official FAQ)*

20.11 - The effects of multiple Sacred Standards are cumulative. *(GW Official FAQ)*

20.12 - As Inquisitors and Inquisitor Lords have the special rule Psyker, they are counted as such whether or not they take any psychic powers. The same goes for Daemonhunters Inquisitors and Inquisitor Lords, and for models with the Mark of Tzeentch, who automatically receive the Sorcerer ability, even if they take no psychic powers. *(GW Official FAQ)*

20.13 - Priests may be taken as allies in other armies, bearing in mind that they are only allowed to join certain units, which must also be taken as allies from the Witch Hunters army list. This rule allows other armies to take Arco-flagellants as allies, a very attractive option! *(GW Official FAQ)*

20.14 - An Immolator taken as a squad transport vehicle does not count as a Heavy Support choice. *(GW Official FAQ)*

Q./ 19.18 - *a flamer template doesn't allow cover saves and Divine guidance turns the wound rolls on a 6 into AP1. If these come from a flamer, will the models beng hit still get a cover save ?*

A./ No, they don't; the benefits are cumulative; the template rules will stack with AP 1 bonus. *(WAU Interpretation*)*

21.0 Supplements

Speed Freaks

21.1.01 - Deth Koptas (or even ordinary bikers) do not have to use their Psycho Blasta attack on the first close combat round. Like any other weapon, they can choose to eschew it for something else. *(GW Official FAQ)*

21.1.02 - A Warboss and his Mob may not ride in a looted vehicle instead of taking a Wartrukk or Battlewagon. *(GW Official FAQ)*

21.1.03 - When conducting a Fighta-Bommerz attack on enemy units, you are allowed to attack enemy units in Reserve. However this only extends to units that will enter play normally via the table edge. Units such as Daemons (which are summoned), and Terminators that will *Deep Strike* are not affected. *(GW Official FAQ)*

21.1.04 - A Speed Freak Warboss can be mounted on a bike. See p. 89 of *White Dwarf 270* for the full story. His rules are as follows:

0-1 Kult of Speed Warboss 105 points

WS	BS	S	T	W	I	A	Ld	Sv	
	5	2	5	4 (5)	3	4	4	9	6+/5+

Wargear: Ork warbike

Weapons: Twin-linked big shootas

Options: A Warboss may select equipment (but not Mega Armour) from the Ork Armoury.

Bodyguard: A Warboss may take a Nobz Warbike Mob as his bodyguard. If he does, both he and the Nobz bike unit count as a single HQ choice.

Special Rules:

Independent Character. If accompanied by a bodyguard, he must remain part of the unit while any of its members survive.

Warbike. All the special rules that apply to Warbikes apply to the Kult of Speed Warboss. *(GW Official FAQ)*

21.1.05 - Please refer to the *Codex: Orks* FAQ for additional rules clarifications that may affect the Speed Freaks. *(GW Official FAQ)*

13th Company

21.2.01 - The document should be read in conjunction with the *Codex: Space Wolves* FAQ, since that document contains a number of clarifications regarding Space Wolves' characters and Fenrisian Wolves. *(GW Official FAQ)*

21.2.02 - The Mark of the Wulfen as presented in the 13th Company army list is not the same as that presented in the Space Wolves army list. For example, there is no proscription from taking the 13th Company Mark of the Wulfen with Terminator Armour or with a Space Marine Bike, as there is with the Space Wolves Mark of the Wulfen. *(GW Official FAQ)*

21.2.03 - The Scouts special rule is the same as that presented in the Warhammer 40,000 Universal Special Rules. *(GW Official FAQ)*

21.2.04 - Independent Characters mounted on Space Marine Bikes lose the Scout ability. *(GW Official FAQ)*

21.2.05 - A Rune Priest using The Gate does not benefit from nearby models equipped with a Teleport Homer, as these only aid Terminators. *(GW Official FAQ)*

21.2.06 - A Rune Priest riding a Bike may not use The Gate (as he can't transport Storm Claw bikers with this power, it seems logical he couldn't use the power if he himself were on a bike). *(GW Official FAQ)*

21.2.07 - Independent Characters joined to a unit that is teleported using The Gate are left behind (they are not on the list of units that can be Gated). *(GW Official FAQ)*

21.2.08 - Taking a Wulfen Lord does not force you to take Wulfen as Troops – but if you do, Grey Slayers are unavailable. *(GW Official FAQ)*

Lost and the Damned

21.2.01 - The numerical limits set for units in *Codex: Chaos Space Marines* apply when those units are fielded in a Lost and the Damned army. For example, Greater Daemons are still limited to 0-1. *(GW Official FAQ)*

21.2.02 - Some units from *Codex: Chaos Space Marines* have special rules that apply to "Chaos" units, such as a Word Bearers Dark Apostle with the Demagogue Ability or the Dirge

Caster vehicle upgrade. These rules also apply to all units drawn from the Lost and the Damned army list. *(GW Official FAQ)*

21.2.03 - Allied Chaos Space Marine units that are drawn from the Troops or Fast Attack sections of Codex: Chaos Space Marines are counted as Elites when taken as allies in a Lost and the Damned army if they are given a Mark of Chaos. Allies drawn from the Codex: Chaos Space Marines HQ and Elite sections and that are given a Mark of Chaos remain in their respective category when taken as allies. (ie marked CSM Bikes take up the 0-1 Fast Attack CSM ally choice, but sit in the Lost and the Damned Elite Choice) *(GW Official FAQ)*

21.2.04 - Daemons may not be taken as allies from Codex: Chaos Space Marines – they are taken as Elites from the Lost and the Damned army list. *(GW Official FAQ)*

21.2.05 - Units drawn from Codex: Imperial Guard may not make use of the Regimental Doctrines rules. *(GW Official FAQ)*

21.2.06 - Units drawn from Codex: Imperial Guard only use wargear, squad options, and upgrades from their own Codex. *(GW Official FAQ)*

21.2.07 - When using the rules for taking specific Traitor Legions as allies, only one Legion may provide the allies, and their rules will apply to all Chaos Space Marine units. *(GW Official FAQ)*

21.2.08 - Legion-specific special characters may be taken, so long as the Chaos Space Marine allies are drawn from the correct Legion. *(GW Official FAQ)*

21.2.09 - Kroot Mercenaries may be taken as allies, but allied units taken from Codex: Chaos Space Marines are not counted towards the number of Kroot units that may be taken. *(GW Official FAQ)*

21.2.10 - The Marks of Chaos born by Aspiring Champions taken from the Lost and the Damned HQ section do not count as the Marks that are described in Codex: Chaos Space Marines. The only exception to this is that they are counted towards the Ancient Enemies rule. *(GW Official FAQ)*

21.2.11 - Plague Zombies are not counted as having the Mark of Nurgle, for any purposes. *(GW Official FAQ)*