Swedish FAQ
for
WH40K 5th edition
Version 3

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Purpose

The purpose of the Swedish FAQ is to interpret the WH40K rules and compile a simple and easy to understand document, so that all tournaments in Sweden will have the opportunity to follow the same rules. The objective is to have as many tournaments as possible follow the FAQ, and to achieve this goal we try to involve most of Sweden's major tournament organizers in creating the FAQ.

How to use the FAQ

The FAQ should be used by the players and judges to interpret the WH40K rules. If the FAQ is used at a tournament it is important that the FAQ is used to interpret all rules that it covers. If only parts of the FAQ are used, much of its purpose gets lost, since players won't be able to know what to expect from different tournaments.

This document is divided into two parts: The first part describes how to choose your army and the second part answers common rules questions.

This document should be used in conjunction with the rulebook and codex FAQ:s from GW:s website:
http://www.games-workshop.com/gws/content/article.jsp?community=&catId=cat1290031&categoryId=1000018&pIndex=1&aId=3400019&start=2

The latest version of the Swedish FAQ and rules discussion can be found at:
http://www.svenska40k.se/forum/viewforum.php?f=15

Part 1: Choosing an army

Armies

The following armies are allowed:

Chaos Deamons - Codex: Chaos Deamons
Chaos Space Marines - Codex: Chaos Space Marines
Daemonhunters - Codex: Daemonhunters
Dark Eldar - Codex: Dark Eldar
Eldar - Codex: Eldar
Imperial Guard - Codex: Imperial Guard
Necrons - Codex: Necrons
Orks - Codex: Orks
Space Marines - Codex: Space Marines
Black Templars - Codex: Black Templars
Blood Angels – Official Codex: Blood Angels (Published on Games workshops website)
Dark Angels - Codex: Dark Angels
Space Wolves - Codex: Space Wolves
Tau - Codex: Tau Empire
Tyranids - Codex: Tyranids
Witch hunters - Codex: Witch Hunters (plus Zealots from the White dwarf article)
Kroot Mercenaries - 2004 Annual

Note that only the latest version in English of a codex may be used.

Imperial armour

General rules
The following list describes which units are allowed from the Imperial Armour books:

Imperial Guard

Atlas	Imperial armour 1 Update
Base Defence Turret	Imperial armour volume 4
Centaur	Imperial armour volume 5 *(Purchases its Options from the Chimera entry in Codex: Imperial Guard, with the exeption that it cannot purchase aditional weapons)*
Cyclops *	Imperial armour 1 Update
Destroyer Tank Hunter	Imperial armour 1 Update
Earthshaker Platform	Imperial armour 1 Update
Heavy Mortar	Imperial armour volume 5
Hydra Platform	Imperial armour 1 Update
Leman Russ Annihilator	Imperial armour volume 5 *(Purchases its Options from the Leman Russ entry in Codex: Imperial Guard, with the exeption that it cannot purchase aditional weapons)*
Leman Russ Conqueror	Imperial armour 1 Update
Long Range Grond Scanner	Imperial armour volume 4
Quad Launcher	Imperial armour volume 5
Sabre Gun Platform	Imperial armour volume 4
Salamander Command	Imperial armour 1 Update
Salamander Scout *	Imperial armour 1 Update
Searchlight Team	Imperial armour volume 4
Sentinel Powerlifter	Imperial armour 1 Update
Sentry Gun Battery	Imperial armour 1 Update
Thunderer *	Imperial armour 1 Update
Trojan	Imperial armour 1 Update
Turret Emplacement	Imperial armour 1 Update

In addition to the units in GW:s Imperial guard FAQ, units above marked with an * may be inducted by a Witch hunters or Daemonhunters army.

Tau

Crisis BS Cmdr Variants	Imperial armour volume 3
Drone Sentry Turret	Imperial armour volume 3
Goaded Great Knarloc Herd	Imperial armour volume 3
Great Knarloc Baggage Herd	Imperial armour volume 3
Hammerhead	Imperial armour volume 3
Heavy Gun Drones	Imperial armour volume 3
Knarloc Rider Herd	Imperial armour volume 3
Mnted Great Knarloc Herd	Imperial armour volume 3
Piranha XT-42	Imperial armour Update 2006
Remote Sensor Tower	Imperial armour volume 3
Tetra Scout Speeder Team	Imperial armour volume 3

Tyranids

Brood Nest	Imperial armour volume 4
Malanthrope	Imperial armour volume 4
Meiotic Spore	Imperial armour volume 4

Chaos Space Marines

Blight Done of Nurgle	Imperial armour volume 7
Blood Slaughterer	Imperial armour volume 7
Giant Chaos Spawn	Imperial armour Update 2006
Spined Chaos Beast	Imperial armour Update 2006 (may not purchase any additional equipment)

Chaos Daemons

Blight Drone of Nurgle	Imperial armour volume 7
Blood Slaughterer	Imperial armour volume 7
Gorefeaster	Imperial armour volume 7
Jibberjaw	Imperial armour volume 7

Eldar

Firestorm	Imperial armour Update 2006
Night Spinner	Imperial armour Update 2006

Space marines, Witch hunters and Daemon hunters

Space marine armies (all loyalist chapters but not Chaos space marines), Daemonhunter armies and Witchhunter armies do not use to general rules for Imperial Armour stated above. Instead, they may only buy vehicles according to the following list:

Imperial armour volume 2 update 1.3 is available from: http://www.forgeworld.co.uk/pdf/IA2Update28Aug.pdf

A Space Marine army may buy the following vehicles:

Damocles Rhino	Imperial armour volume 2 update 1.3
Dreadnought	Imperial armour volume 2 update 1.3
Drop pod	Imperial armour volume 2 update 1.3 (transport capacity is 12, not 10)
Ironclad Dreadnought	Codex: Space marines
Land Raider	Imperial armour volume 2 update 1.3 (transport capacity is 12, not 10)
Land Raider Crusader	Imperial armour volume 2 update 1.3
Land Raider Promethius	Imperial armour volume 2 update 1.3 (taken as a Heavy support choice, not as an Elites choice)
Land Raider Redeemer	Codex: Space marines
Land Speeder Squadron	Imperial armour volume 2 update 1.3
Land Speeder Storm	Imperial armour volume 2 update 1.3
Land Speeder Tempest	Imperial armour volume 2 update 1.3

Predator	Imperial armour volume 2 update 1.3
	(see entries for Predator destructor and Predator annihilator)
Razorback	Imperial armour volume 2 update 1.3
Rhino	Imperial armour volume 2 update 1.3
Sentry guns	Imperial armour volume 2 update 1.3
	(Guns in sentry mode may only fire at enemies up to 24" away.
	If multiple Sentry guns are taken, each count as a separate unit.)
Venerable Dreadnought	Imperial armour volume 2 update 1.3
Vindicator	Imperial armour volume 2 update 1.3
Whirlwind	Imperial armour volume 2 update 1.3
Whirlwind Hyperios	Imperial armour volume 2 update 1.3
Chaplain Dreadnought	Imperial armour volume 5
Land Raider Helios	Imperial armour
Siege Dreadnought	Imperial armour volume 5

Vehicles not on the list may not be used.

A Space Wolves army may buy the following vehicles:

Bjorn the Fell-Handed	Codex: Space Wolves
Damocles Rhino	Imperial armour volume 2 update 1.3
Dreadnought	Codex: Space Wolves
Drop pod	Imperial armour volume 2 update 1.3
Land Raider	Imperial armour volume 2 update 1.3
Land Raider Crusader	Imperial armour volume 2 update 1.3
Land Raider Promethius	Imperial armour volume 2 update 1.3
	(taken as a Heavy support choice, not as an Elites choice)
Land Raider Redeemer	Imperial armour volume 2 update 1.3
Land Speeder Squadron	Imperial armour volume 2 update 1.3
Land Speeder Tempest	Imperial armour volume 2 update 1.3
Predator	Imperial armour volume 2 update 1.3
Razorback	Imperial armour volume 2 update 1.3
Rhino	Imperial armour volume 2 update 1.3
Sentry guns	Imperial armour volume 2 update 1.3
	(Guns in sentry mode may only fire at enemies up to 24" away.
	If multiple Sentry guns are taken, each count as a separate unit.)
Venerable Dreadnought	Codex: Space Wolves
Vindicator	Imperial armour volume 2 update 1.3
Whirlwind	Imperial armour volume 2 update 1.3
Whirlwind Hyperios	Imperial armour volume 2 update 1.3

Vehicles not on the list may not be used.

A Black Templars army may buy the following vehicles:

Damocles Rhino	Imperial armour volume 2 update 1.3
Dreadnought	Imperial armour volume 2 update 1.3
Drop pod	Imperial armour volume 2 update 1.3
Land Raider	Imperial armour volume 2 update 1.3
Land Raider Crusader	Imperial armour volume 2 update 1.3
Land Raider Promethius	Imperial armour volume 2 update 1.3
	(taken as a Heavy support choice, not as an Elites choice)
Land Speeder Squadron	Imperial armour volume 2 update 1.3
Land Speeder Tempest	Imperial armour volume 2 update 1.3
Predator Annihilator	Imperial armour volume 2 update 1.3
Predator Destructor	Imperial armour volume 2 update 1.3
Razorback	Imperial armour volume 2 update 1.3
Rhino	Imperial armour volume 2 update 1.3
Sentry guns	Imperial armour volume 2 update 1.3

(Guns in sentry mode may only fire at enemies up to 24" away.
 If multiple Sentry guns are taken, each count as a separate unit.)

Venerable Dreadnought	Imperial armour volume 2 update 1.3
Vindicator	Imperial armour volume 2 update 1.3

Vehicles not on the list may not be used.

A Blood Angels army may buy the following vehicles:

Baal Predator	Imperial armour volume 2 update 1.3
Damocles Rhino	Imperial armour volume 2 update 1.3
Dreadnought	Imperial armour volume 2 update 1.3
Drop pod	Imperial armour volume 2 update 1.3
Furioso Dreadnought	Imperial armour volume 2 update 1.3
Land Raider	Imperial armour volume 2 update 1.3
Land Raider Crusader	Imperial armour volume 2 update 1.3
Land Raider Promethius	Imperial armour volume 2 update 1.3
	(Taken as a Heavy support choice, not as an Elites choice)
Land Speeder Squadron	Imperial armour volume 2 update 1.3
Land Speeder Tempest	Imperial armour volume 2 update 1.3
Predator	Imperial armour volume 2 update 1.3
	(See entries for Predator destructor and Predator annihilator)
Razorback	Imperial armour volume 2 update 1.3
Rhino	Codex: Blood Angels
Sentry guns	Imperial armour volume 2 update 1.3
	(Guns in sentry mode may only fire at enemies up to 24" away.
	If multiple Sentry guns are taken, each count as a separate unit.)
Venerable Dreadnought	Imperial armour volume 2 update 1.3
Vindicator	Imperial armour volume 2 update 1.3
Whirlwind	Imperial armour volume 2 update 1.3
Whirlwind Hyperios	Imperial armour volume 2 update 1.3

Vehicles not on the list may not be used.

A Dark Angels army may buy the following vehicles:

Damocles Rhino	Imperial armour volume 2 update 1.3
Dreadnought	Imperial armour volume 2 update 1.3
Drop pod	Imperial armour volume 2 update 1.3
Land Raider	Imperial armour volume 2 update 1.3
Land Raider Crusader	Imperial armour volume 2 update 1.3
Land Raider Promethius	Imperial armour volume 2 update 1.3
	(Taken as a Heavy support choice, not as an Elites choice)
Land Speeder Tempest	Imperial armour volume 2 update 1.3
Land speeder	Codex: Dark Angels (Ravenwing attack squadron & Ravenwing support squadron)
Mortis Dreadnought	Imperial armour volume 2 update 1.3
Predator	Imperial armour volume 2 update 1.3
	(See entries for Predator destructor and Predator annihilator)
Razorback	Imperial armour volume 2 update 1.3
Rhino	Imperial armour volume 2 update 1.3
Sentry guns	Imperial armour volume 2 update 1.3
	(Guns in sentry mode may only fire at enemies up to 24" away.
	If multiple Sentry guns are taken, each count as a separate unit.)
Venerable Dreadnought	Imperial armour volume 2 update 1.3
Vindicator	Imperial armour volume 2 update 1.3
Whirlwind	Imperial armour volume 2 update 1.3
Whirlwind Hyperios	Imperial armour volume 2 update 1.3

Vehicles not on the list may not be used.

A Daemonhunters army may purchase the following vehicles:

Grey Knight Dreadnought	Imperial armour volume 2 update 1.3
	(May replace Storm bolter with a heavy flamer at +10 points,
	may replace Dreadnought CCW and Storm bolter with a Missile
	launcher at +10 points)
Grey Knight Land raider	Imperial armour volume 2 update 1.3
Grey Knight LR crusader	Imperial armour volume 2 update 1.3
Inquisitor Chimera	Imperial armour volume 2 update 1.3
Inquisitor Land raider	Imperial armour volume 2 update 1.3
Inquisitor LR Promethius	Imperial armour volume 2 update 1.3
Inquisitor Rhino	Imperial armour volume 2 update 1.3
Inquisitor Valkyrie	Imperial armour volume 2 update 1.3
	(Taken as a transport option for an Inquisitor Lord or an Inquisitor with
	a retinue.)
Grey Knights LR Redeemer	Imperial armour volume 7
Ordo Malleus Razorback	Imperial armour volume 7

Vehicles not on the list may not be used with the exception of vehicles purchased for allied Space marines or inducted Imperial guard. See GW:s Imperial guard FAQ and the Space marine and Imperial guard sections of this document.

A Witchhunters army may purchase the following vehicles:

Exorcist	Imperial armour volume 2 update 1.3
Immolator	Imperial armour volume 2 update 1.3
Inquisitor Chimera	Imperial armour volume 2 update 1.3
Inquisitor Land raider	Imperial armour volume 2 update 1.3
Inquisitor LR Promethius	Imperial armour volume 2 update 1.3
Inquisitor Rhino	Imperial armour volume 2 update 1.3
Inquisitor Valkyrie	Imperial armour volume 2 update 1.3
	(Taken as a transport option for an Inquisitor Lord or an Inquisitor with
	a retinue.)
Penitent Engines	Codex: Witchhunters
Repressor	Imperial armour volume 2 update 1.3
Sisters of Battle rhino	Imperial armour volume 2 update 1.3

Vehicles not on the list may not be used with the exception of vehicles purchased for allied Space marines or inducted Imperial guard. See GW:s Imperial guard FAQ and the Space marine and Imperial guard sections of this document.

Additional rules

Special and named characters
Special and named characters are allowed.

Allies
The only allies that are allowed are inducted Imperial Guard or Space Marines in Daemonhunters or Witch hunters armies.

Force organizations chart
The force organization charts for standard missions found in the army codex books are used.

Weapons, wargear and units

Rules for Weapons, wargear and units with different rules in different books
Some wargear and weapons have different rules in different codexes. In order to avoid multiple versions of the same weapon or wargear, the rules which are used are summarized below.
(Note that only the rules are changed. The cost is still as indicated in the codex.)

- Assault cannon: Use the profile from page 291 in the 40K rulebook (page 99 in the Black reach rulebook). IE: Heavy 4, Rending.
- Combat shield: Gives the bearer a 6+ invulnerable save.
- Cyclone missile launcher: The profile should be changed from Heavy 1 to Heavy 2 (Heavy 2, blast for frag missiles). Other then this it works as stated in the different codexes.
- Digital weapons: Allows the bearer to re-roll one missed to wound roll each Assault phase.
- Dozer blades: Allows the vehicle to reroll a failed dangerous terrain test. (Regardless of how far the vehicle moved.)
- Exsanguinator: Works as a Narthecium (see below)
- Force weapons: Use the rules from page 50 in the 40K rulebook.
- Hurricane bolters: A hurricane bolter is a single weapon that consists of three twin-linked bolters. It has no other special rules.
- Land raiders: All loyalist land raiders (including all variants such as the Land raider Crusader and Redeemer, but not Chaos Land raiders) have the Power of the Machine spirit upgrade (see below) and they also have the "Assault vehicle" special rule, meaning that a unit that disembark from the vehicle may launch an assault even if the vehicle moved.
- Medi-pack: Works as a Narthecium (see below)
- Narthecium: Gives the bearer and his unit the Feel no pain Universal special rule (see page 75 of the 40K rulebook). It has no other effects.
- Power of the machine spirit: Allows the vehicle to fire one more weapon then normally allowed (using the vehicle's normal BS). This weapon may shoot at a different target then the other weapons.
- Psychic hood: It may only be used when an enemy model within 24" of the bearer passes a psychic test. Other then this it works as stated in the different codexes.
- Servo-arm: Grants the bearer one additional close combat attack, resolved at Initiative 1 with Strength 8, ignoring armour saves.
- Signum: Instead of shooting a weapon himself, the bearer may give one member of his unit BS5 in the Shooting phase.
- Smoke launchers: Use the rules from page 62 in the 40K rulebook
- Storm shield: Gives the bearer a 3+ invulnerable save at all times. The bearer never receives a bonus attack for being equipped with two close combat weapons.
- Thunder hammer: Use the rules from page 42 in the 40K rulebook.
- Typhoon missile launcher: Use the profile for a Missile launcher from page 291 in the 40K rulebook (page 99 in the Black reach rulebook) with the exception that it is Heavy 2 (Heavy 2, Blast for frag missiles). It is not twin-linked.

Part 2: Rules interpretation

General rules

Moving up and down
When a unit is moved, it may be moved the same distance up or down as it is moved along the gaming table. This works exactly as it did in the WH40K 4th edition rules. The one exception to this is moving units inside a ruin when the rules for ruins are used, in this case the rulebook will have precedence.

Ruins and buildings
The rules for buildings are quite complex in the rulebook and we therefore recommended not to use these rules at tournaments. Instead we recommend that buildings are categorized and treated in the same way as any another terrain in the game, with no possibility to enter closed buildings.
Regarding ruins the FAQ recommends that the rules for moving up and down from this document are used instead of the special movement rules for ruins given in the rulebook.
However, tournament organizers that have terrain made for the rules in the rulebook or by some other reason wishes to use to rules for ruins and/or buildings from the rulebook should feel free to do so.

Placing blast markers
When placing a blast marker the entire hole of the marker has to be placed over the models base or hull.

A blast marker, which is not fired from a barrage weapon, may only be placed on a part of model within the shooter's line of sight. *For this purpose, the target unit does not block line of sight to itself. So, a blast marker may be place in the middle of a unit, at the back of a monstrous creature or on top of a vehicle, as long as Line of sight to this point is not blocked by terrain or another unit.*

Attacks against close combat
Unless specifically stated in the rules or in a FAQ, a player may never deliberately use any kind of attack so that it affects his own models or models in close combat.

Deep strike
The facing of models using deep strike may be changed after the unit has been moved by scatter.

A unit with the special rule to move in the assault phase instead of launching an assault may do so even if it has arrived with deep strike the same turn.

Regrouping
- A unit counts as being below half strength, and therefore unable to regroup, if the unit has lost more than half of its initial models. Any independent character that may have joined the unit does not count when deciding if a unit can regroup.
- A unit making a fallback move must attempt to regain or maintain coherency. This may result in one or more models moving shorter than the distance rolled. Note however that the unit must still try to move as far as possible towards the table edge while regaining/maintaining coherency.

Vehicles

Ramming
Ramming is considered a form of Tank Shock. This means that vehicle upgrades that affect Tank shocks affect Ramming as well.

Emergency disembark
A unit inside of a vehicle that becomes wrecked may perform an emergency disembark, even if becomes wrecked in the enemy turn.

Doors and hatches
A vehicle with doors or hatches that may be opened always counts as it has its doors or hatches closed for all purposes, such as disembarkation or line of sight. Vehicles with weapons mounted inside the vehicle (such as a drop pod) may still fire as if the hatches were open.

Tank shock and reserves
A unit normally able to Tank shock may do so when entering the game from reserves from a table edge. A unit entering the game by deep strike may not tank shock the turn it arrives.

Movement
Note that it is possible, according to the rule book, to gain "extra" movement for the vehicle by pivoting on the spot.

Scouts
A transport with the rule scout does not lose its scouting ability when transporting a unit without the scout rule.

Dreadnought close combat weapons
Walkers do not gain bonus attacks for fighting with additional close combat weapons. Instead, they use the rules for Dreadnought close combat weapons on page 73.

Craters after vehicle explodes
- Declare before the battle for which types and sizes of vehicles in your army that you have craters to place if a vehicle explodes, and also declare how many craters you have for each type/size of vehicle. This is preferably done by printing it out on your army list. If no declaration is made, craters may not be used for your vehicles during the battle.
- As long as you have craters of the correct type/size left you must place a crater for an exploding vehicle.
- You may never place a crater for your opponent if one of his vehicles explodes.
- A crater should be of the same size as a vehicles hull.
- The crater is treated as area terrain that does not block line of sight and gives units inside of it 4+ cover save.

Victory points for vehicle squadrons
When calculating victory points for vehicle squadron, calculate the victory points for every vehicle separately and not as if the squadron was a normal unit.

Chaos Daemons

Pavane of Slaanesh
If a unit is able to use Pavane of Slaanesh as well as another shooting attack at the same time, the movement caused by Pavane is resolved after the other attack.

Eldar

Vibro cannons
A vibro cannon does not require Line of sight to its targets, but it still use the normal rules for direct fire when deciding if the targets get a cover save.

Imperial Guard

Vendettas and Valkyries
The following rules apply to the imperial guard vehicles Vendetta and Valkyrie:

The vehicle is considered to be in Line of Sight if the hull or the wings is visible.
Distances to and from the vehicle are measured in 3D, so it's possible to place models underneath it. The base is counted as a part of the vehicle during movement, so neither the base nor the vehicle can be within 1" of enemy models.
Assaults are launched against the vehicles base or hull, as written in the rulebook.

Note that in order to assault the hull, the attacking models must be able to actually reach the hull, meaning that only exceptionally tall models are able to do this.

If an immobilized Vehicle cannot be placed on the table due to other models being in the way, the rules for skimmer without removable bases are used. If a Vehicle is wrecked, the whole area coved by the wreck is considered difficult/dangerous terrain.

Note that there is additional rules for Valkyries and Vendettas in the Imperial Guard FAQ at GW:s homepage.

Hotshot Lasguns
Hotshot Lasguns does not count as Lasguns regarding the "First rank FIRE! Second rank FIRE!" order.

Necrons

Units moving as Jet-bikes
Necron units that move as jet bikes may not run in the shooting phase. The only exception to this is scarabs in a Tomb spyder unit.

Scarab swarms
Ignore the special rules "Small targets" and "Vulnerable to Blasts". Since they are Swarms, they have the Universal Special Rules "Stealth" and "Vulnerable to blasts/templates" instead.

Orks

Kustom force field
Kustom force field provides 4+ cover save to vehicles within 6" of the field. Note that a Kustom force filed also gives cover to enemy units.

Space Marines

Power of the Machine spirit
A vehicle that has used smoke launchers may not fire a weapon using Power of the machine spirit.

Combat squad
Units may be split into combat squads during deployment, even if one or both combat squads are kept in reserves or otherwise not actually deployed.

Space Wolves

Wolf Guards
Wolf guards are attached to squads when the army list is created and not before each battle.

Tau

Honor Guard
A Tau Honor Guard counts as scoring.

Tyranids

Tervigon and Termagants
Termagants spawned from a Tervigon will give the enemy Victory points and kill points like any other unit when destroyed or below half strength. Each time a Tervigon spawn Termagants, write down the number spawned so it will be remembered for victory points calculation.

Doom of Malan'tai
The "Spirit Leech" ability does not affect units inside transport vehicles.

Mawlock

A Mawlock that deep strikes may not be placed on top of other models before scatter, since other models counts as impassable terrain.