Swedish FAQ

for

WH40K 5th edition

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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

The following armies are allowed:

Chaos Deamons - Codex: Chaos Deamons
Chaos Space Marines - Codex: Chaos Space Marines
Dark Eldar - Codex: Dark Eldar
Eldar - Codex: Eldar
Grey Knights - Codex: Grey Knights
Imperial Guard - Codex: Imperial Guard
Necrons - Codex: Necrons
Orks - Codex: Orks
Space Marines - Codex: Space Marines
Black Templars - Codex: Black Templars
Blood Angels - Codex: Blood Angels
Dark Angels - Codex: Dark Angels
Space Wolves - Codex: Space Wolves
Tau - Codex: Tau Empire
Tyranids - Codex: Tyranids
Sisters of Battle - Codex: Sisters of Battle (from White Dwarf #380 and #381)
Kroot Mercenaries - 2004 Annual

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

Imperial Armour (IA)

These additional units may be purchased from the Imperial Armour Books.
All Space Marine Chapters (Black Templars, Blood Angels, Dark Angels, Codex Space Marines & Space Wolves) may also purchase unit from the 'All Space Marine Chapters'-category

Space Marines (codex)

Armenneus Valthex	IA 9
Captain Pellas Mir'san	IA 10
Captain Silas Arberec	IA 10
Captain Tarnus Vale	IA 9
Captain Zhrukhal Androcles	IA 10
Chaplain Dreadnought Titus	IA 9
Contemptor Patten Dreadnought	IA Apocalypse 2nd edition (not including Mortis pattern)
High Chaplian Thulsa Kane	IA 10
Lieutenant Commander Anton Narvaez	IA 9
Lord Asterian Moloc	IA 10
Lugft Huron	IA 9
Magister Sevrin Loth	IA 9
Razorback	IA 2 Update
Sergeant Culln	Space Marine Update
Venerable Dreadnought	IA 2 Update
Veteran Sergeant Haas	Space Marine Update

All Space Marine Chapters

Chaplain Dreadnought	IA 6
Damocles Rhino	IA 2 Update

Land Raider Helios	IA 2 Update
Land Raider Promethius	IA 2 Update
Land Speeder Tempest	IA 2 Update
Sentry Gun	IA 2 Update
Siege Dreadnought	IA Apocalypse 2nd edition
Whirlwind Hyperios	IA 2 Update

Black Templars

Contemptor Patten Dreadnought	IA Apocalypse 2nd edition (not including Mortis pattern)
Dreadnought	IA 2 Update
Drop Pod	IA 2 Update
Land Raider	IA 2 Update
Land Raider Crusaider	IA 2 Update
Land Speeder Squadron	IA 2 Update
Predator Annihilator	IA 2 Update
Predator Destructor	IA 2 Update
Razorback	IA 2 Update
Rhino	IA 2 Update
Venerable Dreadnought	IA 2 Update
Vindicator	IA 2 Update

Blood Angels

Blood Angels Contemptor Patten Dreadnought	IA Apocalypse 2nd edition
Malakim Phoros	IA 9

Dark Angels

Contemptor Patten Dreadnought	IA Apocalypse 2nd edition (not including Mortis pattern)
Dreadnought	IA 2 Update
Drop Pod	IA 2 Update
Land Raider	IA 2 Update
Land Raider Crusaider	IA 2 Update
Mortis Dreadnought	Space Marine Update
Predator Annihilator	IA 2 Update
Predator Destructor	IA 2 Update
Razorback	IA 2 Update
Rhino	IA 2 Update
Venerable Dreadnought	IA 2 Update
Vindicator	IA 2 Update
Whirlwind	IA 2 Update

Space Wolves

Bran Redmaw	IA 11
Razorback	IA 2 Update
Space Wolves Contemptor Patten Dreadnought	IA Apocalypse 2nd edition

Imperial Guard

Aquila Lander	IA Apocalypse 2nd edition (treated as a fast skimmer)
Arvus Lighter	IA Apocalypse 2nd edition
Atlas	IA 1 Update
Centaur	IA 5 (chooses upgrades from the Hellhound entry)
Chimera	IA 1 Update
Colonel 'Snake' Stranski	IA 1 Update
Cyclops Remote Control Demolition Vehicle	IA 1 Update
Destroyer Tank Hunter	IA 1 Update
Grace of the Throne	IA 1 Update
Heavy Artillery Battery	IA Apocalypse 2
Heavy Mortar	IA 5
Hevay Quad Launcher	IA Apocalypse 2
Hydra Platform	IA 1 Update
Imperial Mine Plough	Imperial Guard Update
Leman Russ Annihilator	IA Apocalypse 2
Leman Russ Conqueror	IA 1 Update
Sabre Gun Platform	Imperial Guard Update
Salamander Command Vehicle	IA 1 Update
Salamander Scout Vehicle	IA 1 Update
Sentinel Powerlifter	IA 1 Update
Sentry Gun Battery	IA Apocalypse 2
Support Sentinel Squadron	IA 3
Tallarn Mukaali Riders Squad	Imperial Guard Update
Taurus Squadron	IA Apocalypse 2nd edition
Taurus Venator	IA 8
Thunderer	IA 1 Update
Trojan	IA 1 Update
Turret Emplacement	IA 1 Update
Valcyrie Sky Talon	IA Apocalypse 2nd edition
Vulture Gunship	IA Apocalypse 2

Eldar

Farseer Bel-Annath	IA 11
Firestorm	IA Apocalypse 2nd edition
Hornet	IA Apocalypse 2nd edition
Nightwing Interceptor	IA 11 (taken as a Fast Attack choice)
Phoenix Bomber	IA 11 (taken as a Heavy Support choice)
Phoenix Lord Irillyth	IA 11
Shadow Specters	IA 11
Warphunter	IA Apocalypse 2nd edition
Wraithseer	IA Apocalypse 2nd edition

Orks

Battlewagon	IA 8
Big Squiggoth	IA Apocalypse 2nd edition
Big Trakk	IA 8

Grot Bomm Launcha	IA Apocalypse 2nd edition (taken as a Fast Attack choice)
Grot Mega Tank	IA Apocalypse 2nd edition
Grot Tank Battle Mob	IA Apocalypse 2nd edition
Gun Trukk	IA 8
Gun Wagon	IA 8
Kustom-Meka Dread	IA Apocalypse 2nd edition
Looted Rhino	IA Apocalypse 1
Mega-dread	IA 8 (taken as a Heavy Support choice)
Mek Boss Buzzgob	IA 8
Mekboy Junka	IA 8
Warkopta	IA Apocalypse 2nd edition (taken as a Fast Attack choice)
Warboss Skalk Bluetoof	IA 8

Chaos Space Marines

Blight Drone of Nurgle	IA 7
Blood Slaughterer	IA 7
Contemptor Dreadnought	IA Apocalypse 2nd edition
Dreadclaw	IA Apocalypse 2nd edition
Giant Chaos Spawn	IA Apocalypse 2nd edition
Hellblade	IA Apocalypse 2nd edition
Necrosius	IA 7
Spined Chaos Beast	IA Apocalypse 2nd edition
Zhufor the Impaler	IA 7

Chaos Daemons

Blight Drone of Nurgle	IA 7
Blood Slaughterer	IA 7
Gorefeaster	IA 7
Jibberjaw	IA 7
Mamon	IA 7
Uraka the Warfiend	IA Apocalypse 2

Grey Kights

Deimos-Lux Pattern Psycannon	Grey Knights Update
Inquisitor Hector Rex	Grey Knights Update
Inquisitor Solomon Lok	Grey Knights Update

Sisters of Battle

Arvus Lighter	IA Apocalypse 2nd edition
Repressor	IA 2 Update (chooses upgrades from the Rhino entry

Tau

Commander R'Alai	IA Apocalypse 2nd edition
Crisis Battlesuit Commander Variants	Tau Update
Drone Sentry Turrets	Tau Update
Goaded Great Knarloc	Tau Update

Great Knarloc Baggage Herd	IA 3
Hammerhead Gunship	Tau Update
Heavy Gun Drone	Tau Update
Knarloc Rider Herd	Tau Update
Mounted Great Knarloc Herd	Tau Update
Piranha XT-42	IA Apocalypse 2nd edition
Remora	IA Apocalypse 2nd edition
Remote Sensor Turret	Tau Update
Tetra Scout Speeder Team	Tau Update
XV-9 'Hazard' Close Support Armour	IA Apocalypse 2

Tyranids

Brood Nest	IA 4
Malanthrope	IA Apocalypse 2nd edition
Stone-Crusher Carnifex	IA Apocalypse 2nd edition

Necrons

| Tomb Stalker | IA Apocalypse 2nd edition |

Dark Eldar

Raven Strike Fighter	IA Apocalypse 2nd edition
Reaper	IA Apocalypse 2nd edition
Tantalus	IA Apocalypse 2nd edition

Part 2: Additional rules

Special and named characters

Special and named characters are allowed.

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.
- 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.)
- Force weapons: Use the rules from page 50 in the 40K rulebook.
- 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 than 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
- 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 3: 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.

Independent Characters and Rage

An Independent Character joining a unit with the Rage USR does not himself become subject to Rage. Therefore, he may move as normal and may leave the unit.

Close Combat Weapons with fixed Strength value

A Close Combat Weapon with a fixed Strength value cannot gain extra Strength from special rules that modifies the user's Strength, such as Furious Charge.

Cover saves and True line of sight

Parts of a model that you cannot draw line of sight to (such banners, wings, antennas, etc) do not block line of sight. So a model does not gain a cover save for being hidden behind another models wings.

Victory points for vehicle squadrons

Victory points are always calculated for each individual vehicle, even if they are part of a squadron. Kill points are calculated for the squadron as a whole.

Defensive Grenades and multiple combats/Independent Characters

Attacking models only get the penalty of losing one attack if they direct their attacks against an model with Defensive Grenades.

Making assault moves

When making an assault move the only criteria that has to be met is the sequence in the list on page 34 in the Rulebook. Other factors are to be ignored, such as 'No Holding Back' or the comment that if you follow the rules you end up with the maximum models in close combat.

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.

Dreadnought close combat weapons

A Dreadnought with multiple Close Combat Weapons does not gain an additional attack in close combat for being armed with two single-handed weapons (page 37 and 42 in the rulebook). Instead, it follows the rules for "Dreadnought close combat weapons" on page 73. (Unless stated otherwise).

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.

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.

Skimmers with Large Oval flying base

The vehicle is considered to be in Line of Sight if the hull or the wings are 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 of the vehicle; 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 applies for all skimmers with the Large Oval flying base.

Line of Sight from Fire Points

When drawing line of sight from a fire point the firing models ignores the vehicle itself for calculating cover saves.

Cover Saves from Vehicles

Models that are covered by the firing vehicles hull or are outside the weapon's arc of fire does not count as being in cover.

Vehicle squadrons with different rear armor values in assaults

When rolling armor penetration against a vehicle squadron with different rear armor values, use the majority of the squadrons' rear armor value. If no majority can be fund, use the highest value. I.E. when assaulting a Leman Russ Squadron with one Punisher (rear AV 11) and one Exterminator (rear AV 10), use armor value 11 to calculate if the hit penetrates the armor or not. If another Exterminator is added to the squadron, use armor value 10 instead.

Codex-specific rules

Dark Eldar

Harlequins Kiss
A Harlequins Kiss is considered to be a single-handed close combat weapon that grants the wielder the Rending special rule.

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.

Star Engines
Vehicles with star engines cannot tankshock when using its extra move.

Grey Knights

Vindicare Assassin's Turbo-Penetrator shot
The additional dices may not be used against an Eldar Wave Serpent.

Space Marines

Combat squad
The decision to split a unit into Combat Squads is done when the unit is about to be deployed on the table. This can either be when the whole army is deployed or when a single unit is deployed after a successful reserve-roll. Note that a Combat Squad may not be placed in reserve if the other half of the parent unit is deployed on the table. Unless special rules says otherwise such as Drop Pods.

Space Wolves

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

Wolftooth Necklace and grenades against walkers
A model with Wolftooth Necklace that attacks a walker with grenades only hit the walker on 3+ if it normally would be hit using Weapon Skill, I.E. the walker was stunned or immobilized at the beginning of the assault phase. Otherwise it hits the walker with a grenade on a D6 roll of 6.

Orks

Sqiggoths

The following rules apply to Monstrous Creature transports.
-When the transport is killed, the passengers are placed and take a pinning test according to the Vehicle Destroyed – Wrecked result.
-In the shooing phase, the transport may not run if the passengers fires in the same phase.
-In the shooting phase, the passengers may not fire if the transport is locked in combat.
-In the movement phase, passengers may disembark even if the transport is locked in combat or is fleeing.

Zzap-guns
Zzap-guns need to roll to-hit using BS and does not hit automatically.

Tau
Honor guard
An Honor guard unit is considered a Troops choice and is therefore 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.

Mawlock
A Mawlock that ends up within 1" of enemy models, but not on top of them counts as preforming an Terror from the Deep attack. Mawlocks Deep Striking on top of impassable terrain (apart from friendly or enemy models) will suffer a mishap as normal.

Onslaught
The power only lasts for the duration of the shooting phase it is cast. Onslaught does not allow models to run twice.

Hive commander
A troop unit joined by an independent character cannot use the Hive commander ability to outflank.