

**Swedish FAQ
for
WH40K 5th edition
Version 1.0**

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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
Thirteenth Company Codex: Eye of Terror
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

Units from the Imperial Armour books are allowed with the following exceptions:

Only additional vehicles and units are allowed. Army lists from the Imperial armour books may not be used.
Super heavy vehicles, gargantuan creatures and flyers may not be used.
Infernus shells may not be used.
Deathstorm pods may not be used.

Space marines, Witch hunters and Daemon hunters

Space marine armies (all loyalist chapters but not Chaos space marines), Deamonhunter armies and Witchhunter armies do not buy vehicles from their respective codexes. Instead, they use the stats and point costs from the Imperial armour v2 update (available from Forgeworld's homepage http://www.forgeworld.co.uk/pdf/ia2_update.pdf). For transport vehicles that have an entry both in the codex and the update, use the codex to see which units can take the vehicle as a dedicate transport. (Example: Grey hunters may buy a rhino transport, even though they are not listed in the IAv2 update)

There are a few exeptions from the update:

Space wolves may not buy venerable dreadnoughts from the update. They use the entry in their codex instead.
Space wolves may still buy Leman Russ Exterminators from the codex.
Black templars may not buy whirlwinds.
Blood angels may not buy rhinos from the update. They use the entry in their army list instead (with overcharged engines).
A Grey knight Land raider crusader may take a Multimelta for +10 points.
Codex Space marine armies may still buy Ironclad dreadnoughts from the codex.
Dark Angels may not buy Land speeder squadrons from the update. They use the entries for Ravenwing squadrons in their codex instead. Note that they may still buy Land speeder tempest and Land speeder storm from the update.

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 summarised 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 than 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 re-roll 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.

Healing potions and balms: Works as a Narthecium (see below)

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 than normally allowed (using the vehicle's normal BS). This weapon may shoot at a different target than 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.

Shotgun: Use the profile for Manstopper shells from page 291 in the 40K rulebook (page 99 in the Black reach rulebook). IE: Strength 4.

Signum: Instead of shooting 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.

Space Wolves and 13th company

Since Space wolves and 13th company still has references to another codex the following rules apply to them:

Use the point costs for all weapons and wargear from Codex: Space Wolves. Use the rules listed above. Unless Imperial Armour is allowed, use the point costs for Dreadnoughts, Land Speeders, Attack Bikes, Whirlwinds, Predators, Land Raiders and Vindicators from Codex: Space Marines. These units also use the rules from Codex: Space Marines and are only able to buy upgrades from their entries in Codex: Space Marines.

Use the point costs and rules for Venerable Dreadnoughts and Leman Russ Exterminator from Codex: Space Wolves. These units buy their upgrades from the armory in Codex: Space Wolves but uses the rules for the upgrades from Codex: Space Marines.

Unless Imperial Armour is allowed, use the point costs for Rhinos and Razorbacks from Codex: Space Wolves. These units use the rules from Codex: Space Marines and are only able to buy upgrades from their entries in Codex: Space Marines.

If Imperial Armour is allowed in the tournament, see above under "Imperial Armour" for rules about vehicles.

Imperial Guard

Inferno cannon

Inferno cannon treat all area terrain as if it had line of sight through it.

Orks

Kustom force field

Kustom force field provides 4+ cover save to vehicles within 6" of the field.

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.

Space Wolves

Storm caller

A unit that is protected by the psychic power Storm caller has the following benefits:

- The unit receives a 5+ cover save.

- A unit that assaults the protected unit counts as "Moving through cover" for the purpose of determining who strikes first in an assault, even if the assaulting unit did not move through difficult or dangerous terrain.

- A protected unit counts as having assault grenades when they launch an assault.