

Sverige FAQ

6th edition Warhammer 40.000

V6.3

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Introduction

The purpose of this document is to summarize the answers to the most frequently asked questions about Warhammer 40k in Sweden today. Our goal is that by reading this document all players should be prepared to the interpretations of the rules before going to a tournament. We hope that this document will make Warhammer 40k a more competitive and tournament friendly game yet retaining the spirit of the game and its gaming experience.

Most of the rulings in this document are our interpretations and clarifications of the rules. In some cases we have taken a step away from the rules and made a ruling based on what is a more playable option. Where we have two possible interpretations of a rule we will most times choose the one that is the more playable or the one that we felt is the way that the players already play. Throughout the document the following tags will indicate what kind of ruling has been made. If no tag is present; consider that ruling our interpretation or a simplification of the rules.

- Rulings based on the rules as written: [RAW]
- Rules that might be clear by RAW but changed because we feel playing that way goes against the style the vast majority of people play or isn't logical: [rules change]
- Situations where we feel the issue is clearly based on a typographical error: [typo]

Changes since the last version are marked in RED.

Contributors

The following persons have made this document possible. They have been selected either as a representative for a larger tournament/gaming club, or based on their knowledge about the rules.

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Questions about this document or about a rule can be made at the Sverige FAQ subforum at Svenska40k.se: <http://svenska40k.se/forum/viewforum.php?f=15>

1. General Rules

1.1. Models with multiple Melee weapons

The decision which melee weapon to use in a specific Fight sub-phase is made at the earliest possible Initiative step that model is able to strike at. For example: A Space Marine Sergeant (Initiative 4) with a Power Fist (Unwieldy) and a Bolt Pistol (close combat weapon) must at Initiative 4 choose whether to strike with the Bolt Pistol or the Power Fist.

1.2. Challenges and base contacts

Make sure to get the challenger and the challengee always end up in Base to Base contact with each other. [rules change]

- First swap the challenger as close as possible to the challengee and make sure the challenger is in Base to Base contact with an enemy model.
- Then swap the challengee into Base to Base contact with the challenger.

1.3 Look out Sir!

1.3.1 Look out Sir! into a Challenge

A model with the Look out Sir! ability cannot re-allocate a wound to a model engaged in a challenge.

1.3.2 Making attacks through a Challenge

A model looked in a challenge is still considered an engaged model for other models within 2". They may therefore strike "through" the challenger/challenge.

1.3.3 Look out sir and cover saves

After a successful Look out sir-roll has been made, calculate the cover save based on the model that got the wound re-allocated to it (don't take the characters position into consideration). If the model is completely invisible to the firing unit then that model gains the same cover save as if it were slightly visible.

1.4 Charging through Difficult Terrain

When the situation arises that a charge might have to be made through Difficult Terrain; roll 2+1 dices. The first two dices are the basic charge distance and the third dice (preferably in another color) is the Difficult Terrain modifier. Remember to take notes of each models position before moving any models as the charge might fail if it has to be made through Difficult Terrain and the models has to be put back in their original positions. Then start to move the charging models according to the two first dices. If one or more models have to be moved through Difficult Terrain (remember that all models must move the shortest possible distance according to Rulebook FAQ) then recalculate the charge distance with the third dice.

1.5 Reserves

1.5.1 The amount of reserves allowed

Use this list to calculate how many units may be put in Reserves.

- Sum the amount of units in the army. Independent Characters always counts as a unit. A dedicated transport doesn't count.
- Subtract the amount of units that must stay in reserve (remember that a unit in a transport that must start in Reserves does count as a unit that must stay in Reserves)
- Divide the difference with two (rounded up).
- The quotient is the number of units the may be held in Reserves.

1.6 The Armylist

1.6.1 Choosing the Warlord

The armylist must state which model is the army's warlord.

1.6.2 Choosing Psychic Powers

Only for codices prior to 6th edition (before Chaos Space Marines). The armylist must state whether the Psyker unit is using a) specific Psychic Powers from their own codex or b) randomizing Psychic Powers from their own codex or the rulebook. If alternative b is chosen then the armylist do not need to specify which Psychic Disciplines is going to be rolled for.

1.7 Terrain, Line of Sight & Fortifications

1.7.1 Forests

- A forest is an area terrain that grants a 5+ cover save.
- Models shooting out of the forest do grant cover save to the attacked unit.

- Vehicles gets 5+ cover in or behind a forest (at least 25% of the facing must be in or behind the forest to gain the cover)
- A unit may gain a better cover save from terrain features (other than trees) inside a forest.

1.7.2 Hills and other obstacles and measuring distances

When measuring the distance a model can move over a hill; measure the actual distance the model moves in 3D along the ground and the hill. So for example: an infantry model moving 6" over a steep hill (90° and 2" high) and starts 3" away would be able to move 3" to the hill, 2" up the hill and 1" on top of the hill.

All unit types that ignore terrain while moving measures distances in 2d when moving over terrain, and in 3d when moving into, out of, within and when landing on top of all terrain features that includes vertical movement.

1.7.3 Intervening models and 25%-coverage

A model must still be at least 25% covered by an intervening unit to gain a cover save (remember that the empty space between two models from an intervening unit counts as covering models behind). [rules change]

1.7.4. Skyshield Landingpad and cover saves

The Skyshield Landingpad grants a 4+ cover save to models covered by it.

1.7.5. Go to ground in area terrain while behind another piece of terrain

A model only benefit from the +2 cover save bonus for going to ground in an area terrain piece if it actually uses the area terrains cover to start with. For example, if a model is in a ruin with base (area terrain, 5+ cover save) and also behind one of the walls of that ruin (4+ cover save) and choses to go to ground, then that model would have to choose between a 5+ cover save with +2 for area terrain, or a 4+ cover save with +1 for the ruin wall, for a total of 3+ cover save in both cases.

1.7.6 Ignore Cover USR

The Ignores Cover USR ignores all forms of cover saves, including against vehicles.

1.8 Using abilities, special rules, wargear, etc while off-table

Abilities, special rules, wargear, etc (from now on: abilities) that either affects your whole army (as Vulcan He'stans Forgefather special rule) or that grants you, as a player, a benefit (as an Autarchs the Path of Strategy) still works while these models are in Reserves. An ability that cease to work when the model dies does not work when the model is in Reserves (such as Brother Corbulos the Far-seeing Eye or Kairos Fateweavers Staff of Tomorrow).

2. Weapons & Wargear

2.1 Missile Launchers and Flakk Missiles

No Missile Launcher has Flakk Missiles unless it's bought/allowed to the unit via a codex.

2.2 Unusual Power Weapons

Unusual Power Weapons are Power Weapons that has additional rules given to them by a codex, not counting master-crafted.

2.3 Special Characters and Unusual Power Weapons

Special Characters must be modeled with the same type of Power Weapon as they are provided with from GWs official model.

3. Vehicles

3.1 Firing Points

Only shooting attacks and/or Witchfire Powers may be made out of a vehicle firing point.

3.2 Zooming Flyers and Locked Velocity

A Zooming Flyer suffering a Locked Velocity result must continue to move 36" in its coming movement phases.

3.3 Zooming Flyers and Lord of the Storm/Lord of the Tempests

These abilities may target Zooming Flyers and Swooping Monstrous Creatures. Note however, as they aren't considered shooting attacks they don't cause Grounded tests for Flying Monstrous Creatures and other similar affects that are triggered from shooting attacks. [RAW]

3.4 Flyer position and Shooting with Flyers

A Flyer may be positioned anyhow on its base using the original parts. When shooting with a Flyer that is still on its flying base at a non-Flyer target; ignore the normal rules for weapons pivoting 45° vertically. Instead measure 8 inches, in 2D, from the weapon mount along the ground. This is the minimum range at which the weapon can fire; any target that lies beyond this point (and within the weapons maximum range) can be targeted. [rules change]

3.5 Drop Pods and Disembark

When disembarking from a Drop Pod the models may move up to 6" away from the vehicle, just like any other disembarkation.

3.6 Drop Pod doors and Line of Sight

The doors of a Drop Pod are always considered closed during a game. This means that models cannot disembark from the open doors and that the whole Drop Pod blocks Line of Sight. The Drop Pods weapon can still fire.

3.7 Drop Pod Assault and Allies

When both the primary and allied detachment contains Drop Pods; calculate the number of Drop Pods that can arrive on turn 1 by adding up all vehicles with the Drop Pod Assault rule from both the primary and allied detachment and then divide that number by two. The Drop Pods arriving on turn 1 can be any combination of Drop Pods from either detachment. For example: A Space Marine detachment with two Drop Pods is allied to a Blood Angels detachment with one Drop Pod. A total of two Drop Pods can arrive on turn 1 and these can

either be the two Space Marine Drop Pods or one Space Marine Drop Pod and one Blood Angels Drop Pod.

4. Psychic Powers

4.1 Cumulative effects

The effects of targeting a unit with the same Psychic Power more than one time are not cumulative unless explicitly stated otherwise.

5. Characters

5.1 Characters with Infiltrate and units without

A character cannot join a unit on the tabletop before deployment and thus cannot Infiltrate with a unit without the Infiltrate special rule. (See exception 6.7.2 - Shrike)

6. Army Specific

6.1 Chaos Daemons

6.1.1 Randomizing Psychic Powers and generating Warp Charges with Pink Horros created during the game

Pink Horros randomizes Psychic Powers as soon as they arrive from a Portalglyph or from the Summoned from the Warp-result on the Warp Storm Table. They do not generate any Warp Charges on the turn they arrive.

6.2 Chaos Space Marines

6.2.1 Combat familiar and owning models attacks

The bonus attacks from a Combat Familiar are always considered separate attacks from the models own attacks. Thus they are always S4 AP-. Nor are they counted towards a models number of attacks when it comes to making special Smash Attacks.

6.2.2 Demagogue and Leadership Tests on models own Leadership value

The Demagogue rule has no effect for Psychic Tests and other abilities that explicitly states they must be taken on a models own Leadership

6.2.3 Daemon Prince Smash attacks with a Melee weapon

A Daemon Prince with a Melee weapon will always strike at AP2 in close combat unless the weapon has AP1.

6.3 Dark Eldar

6.3.1 Night Shield and maximum range

Night Shields only affect a weapons maximum range. So for example a Bolter (range 24") would have range 18" and a Rapid Fire range of 9" (since Rapid Fire Range is always half the weapons maximum range). Likewise, a Meltagun (range 12" Melta) would have range 6" and the Melta-effect within 3".

6.4 Eldar

6.4.1 Serpent Shield

The Serpent Shield only counts as a weapon when the vehicle fires, thus follow the normal rules for targeting restrictions, number of weapons that can be fired, Laser Lock and so on. The Serpent Shield cannot be destroyed by a Weapon Destroyed-result on the vehicle penetration table.

6.4.2 Assigning Warlocks to units

The decision to assign a Warlock to a unit is made before rolling for Psychic Powers.

6.5 Imperial Guard

~~6.5.1 Valkyries & Vendettas and Outflank~~

~~Valkyries and Vendettas may use the Outflank USR.~~

6.6 Necrons

6.6.1 *Night Scythe passengers and destroyed results*

Passengers on a destroyed Night Scythe are just placed in Ongoing Reserves and don't suffer any damage.

6.6.2 *Mindshackle Scarabs and Challenges*

Mindshackle Scarabs are being resolved after challenges have been issued and the challengers have been moved. [rules change]

6.7 Space Marines

6.7.1 Grav weapons and multiple armour saves

This works exactly like the Majority Toughness rule. If no majority armour save exists, use the best available armour save value, i.e. the value likeliest to cause a wound.

6.7.2 Shrike and Infiltrate with a unit.

Shrike may join a unit during deployment and Infiltrate with that unit, even if that unit does not have the Infiltrate special rule. (This is an exception to FAQ answer 5.1)

6.7.3 Stalker and Snap-shots.

Snap shots made by a Space Marine Stalker are made at BS1.

6.7.4 Grav Guns and cover saves

Since these are shooting attacks without the Ignores Cover USR, cover saves may be taken from hits from Grav Weapons, including hits on vehicles.

6.8 Tau Empire

6.8.1 Markerlights and multiple Overwatch

When firing multiple Overwatches from units with the Support Fire-special rule the controlling player may choose in which order to fire those units, thus making it possible for a Markerlight-hit from an earlier firing unit to grant an advantage for a later one.

6.8.2 Etherals Invocation of the Elements-ability in transport vehicles

Etherals may use their Invocation of the Elements-ability while inside a transport vehicle.
Measure all distances from the hull of the vehicle.

Appendix 1: Imperial Armour

The additional vehicles and units may be purchased from the Imperial Armour books. Remember to bring a copy of the rules for the additional vehicles or units you are going to use.

Some of the updated rules can be found here: <http://www.forgeworld.co.uk/News/Downloads.html>

The Tau Update can be found here: <http://svenska40k.se/forum/download/file.php?id=3310>

A1. Imperial Guard

Aquila Lander	Aeronautica
Armoured Sentinel (Alternate Weapon Options)	Volume 1 - 2nd ed
Arvus Lighter	Aeronautica
Atlas Recovery Tank	Volume 1 - 2nd ed
Centaur Carrier Squadron	Volume 1 - 2nd ed
Chimera (alternative turret)	Volume 1 - 2nd ed
Cyclops Demolition Vehicle	Volume 1 - 2nd ed
Destroyer Tank Hunter	Volume 1 - 2nd ed
Drop Sentinel	Volume 1 - 2nd ed
Hades Breachign Drill	Volume 1 - 2nd ed
Heavy Artillery Carriage Battery	Volume 1 - 2nd ed
Field Artillery Battery (Heavy Mortar & Heavy Quad Launcher)	Volume 1 - 2nd ed
Hydra Platform Battery	Volume 1 - 2nd ed
Imperial Mine Plough	IG Update PDF
Leman Russ Annihilator	Volume 1 - 2nd ed
Leman Russ Conqueror	Volume 1 - 2nd ed
Lightning	Aeronautica
Long-Range Scanner Squad	IG Update PDF
Manticore Launcher Tank (Air Defence Variant)	Aeronautica
Manticore Platform Battery	Volume 1 - 2nd ed

Rapier Laser Destroyer (Imperial Guard)	Volume 1 - 2nd ed
Salamander Command Tank	Volume 1 - 2nd ed
Salamander Reconnaissance Tank	Volume 1 - 2nd ed
Scout Sentinel (Alternate Weapon Options)	Volume 1 - 2nd ed
Sentinel Powerlifter	Volume 1 - 2nd ed
Sentry Gun (Tarantula)	Volume 1 - 2nd ed
Tallarn Mukaali Riders Squad	IG Update PDF
Tauros Assault Vehicle	Volume 1 - 2nd ed
Thunderbolt Fighter	Aeronautica
Thunderer Siege Tank	Volume 1 - 2nd ed
Trojan Support Vehicle	Volume 1 - 2nd ed
Valkyrie Sky Talon Transport	Aeronautica

A2. Space Marine Chapters

A2.1. All Space Marine Chapters

Damocles Command Rhino	IA2 Update PDF
Deimos Pattern Predator Executioner	Deimos Pattern Predator Executioner PDF
Land Raider Helios	Apocalypse 2
Land Raider Helios (Hyperios Anti-Aircraft Variant)	Aeronautica
Land Raider Prometheus	Apocalypse 2
Land Speeder Tempest	Aeronautica
Sentry Gun (Tarantula)	Volume 2
Whirlwind Hyperios	Aeronautica

A2.2. Black Templars

Chaplain Dreadnought	Apocalypse 2
Contemptor Pattern Dreadnought	Apocalypse 2nd ed
Rapier Carriage Battery	Rapier Carriage Battery PDF
Siege Dreadnought	Apocalypse 2nd ed

Storm Eagle Assault Gunship

A2.3. Blood Angels

Blood Angels Contemptor Pattern Dreadnought
Rapier Carriage Battery

A2.4. Dark Angels

Chaplain Dreadnought
Contemptor Pattern Dreadnought
Mortis Dreadnought
Rapier Carriage Battery
Siege Dreadnought
Storm Eagle Assault Gunship

A2.5. Space Marines (codex)

Chaplain Dreadnought
Contemptor Pattern Dreadnought
Rapier Carriage Battery
Siege Dreadnought
Storm Eagle Assault Gunship

A2.6. Space Wolves

Siege Dreadnought
Space Wolves Contemptor Pattern Dreadnought
Storm Eagle Assault Gunship

Aeronautica

Apocalypse 2nd ed
Rapier Carriage Battery PDF

Apocalypse 2
Apocalypse 2nd ed
SM Update PDF
Rapier Carriage Battery PDF
Apocalypse 2nd ed
Aeronautica

Apocalypse 2
Apocalypse 2nd ed
Rapier Carriage Battery PDF
Apocalypse 2nd ed
Aeronautica

Apocalypse 2nd ed
Apocalypse 2nd ed
Aeronautica

A3. Other

A3.1. Chaos Daemons

Blight Drone of Nurgle	Aeronautica
Blood Slaughterer of Khorne	Apocalypse 2
Chaos Decimator Daemon Engine	Chaos Decimator Daemon Engine PDF
Plague Hulk of Nurgle	Apocalypse 2
Spined Chaos Beast	Apocalypse 2nd ed

A3.2. Chaos Space Marines

Blight Drone of Nurgle	Aeronautica	
Blood Slaughterer of Khorne	Apocalypse 2	
Chaos Contemptor Dreadnought	Apocalypse 2nd ed	
Chaos Decimator Daemon Engine	Chaos Decimator Daemon Engine PDF	
Dreadclaw	Aeronautica	
Giant Chaos Spawn	Apocalypse 2nd ed	
Hell Blade	Aeronautica	
Plague Hulk of Nurgle	Apocalypse 2	
Plague Ogryns	Apocalypse 2	
Slaanesh Sonic Dreadnought	Apocalypse 2	Exchange all Dreadnought references to Helbrute
Spined Chaos Beast	Apocalypse 2nd ed	
Storm Eagle Assault Gunship	Aeronautica	

A3.3. Dark Eldar

Raven Strike Fighter	Aeronautica
Reaper	Apocalypse 2nd ed

A3.4. Eldar

Fire Storm	Aeronautica
Hornet Squadron	Volume 11
Phoenix Bomber	Aeronautica

Shadow Spectres	Volume 11
Warp Hunter	Volume 11
Wraithseer	Volume 11

A3.5. Grey Knights

Aquila Lander	Aeronautica
Dreadnought (Pscannon Option)	IA2 Update PDF

A3.6. Necrons

Tomb Stalker	Apocalypse 2nd ed
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A3.7. Orks

Attak Fighta	Aeronautica	
Battlewagon	Volume 8	
Big Squiggoth	Apocalypse 2nd ed	
Big Trakk	Volume 8	
Fighta-Bommer	Aeronautica	
Flakk Trakk	Aeronautica	
Flakk Trukk	Aeronautica	
Grot Bomm Launcha	Apocalypse 2nd ed	Heavy Support choice
Grot Mega-Tank	Apocalypse 2nd ed	
Grot Tank Battle Mob	Apocalypse 2nd ed	
Gun Trukk	Volume 8	
Gun Wagon	Volume 8	
Kustom Meka-Dread	Apocalypse 2nd ed	
Mega-Dread	Volume 8	
Mekboy Junka	Volume 8	
Warkopta	Apocalypse 2nd ed	

A3.8. Sisters of Battle

Aquila Lander	Aeronautica
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Arvus Lighter
Repressor

Aeronautica
Volume 1 - 2nd ed

A3.9. Tau Empire

Barracuda Air Superiority Fighter

Drone Sentry Turret

DX-6 'Remora' Drone Fighter

Goaded Great Knarloc

Hammerhead (Alternate Weapon Options)

Heavy Gun Drones

Knarloc Rider Herd

Mounted Great Knarloc Herd

Pirahna TX-42

Remote Sensor Tower Team

Tau Commander Battlesuit Variants (Alternate Weapon Options)

Tetra Scout Speeder Team

XV-9 'Hazard' Close Support Armor

Aeronautica

Tau Update PDF

Aeronautica

Tau Update PDF

Tau Update PDF

Tau Update PDF

Tau Update PDF

Tau Update PDF

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Tau Update PDF

Tau Update PDF

Tau Update PDF

Apocalypse 2

A3.10. Tyranids

Malanthrope

Meiotic Spore

Stone-Crusher Carnifex

Apocalypse 2nd ed

Apocalypse 2nd ed

Apocalypse 2nd ed