

# **Sverige FAQ**

**6th edition Warhammer 40.000**

**V6.4**

Released: 2013-11-27

## Contents

Introduction.....	3
Contributors .....	3
1. Movement .....	4
2. Shooting.....	4
3. Assault .....	4
4. Morale .....	4
5. Special Rules .....	4
6. Unit Types .....	5
7. Weapons.....	5
8. Characters.....	5
9. Psykers.....	6
10. Vehicles.....	6
11. Battlefield Terrain.....	7
12. Choosing Your Army .....	8
13. Fighting a battle.....	8
Codex Specifics .....	8
1. Adepta Sororitas .....	8
2. Blood Angels .....	8
3. Chaos Daemons.....	9
4. Chaos Space Marines.....	9
5. Dark Angels .....	9
6. Dark Eldar .....	9
7. Eldar.....	9
8. Grey Knights.....	10
9. Imperial Guard .....	10
10. Necrons.....	10
11. Orks.....	10
12. Space Marines .....	10
13. Space Wolves .....	10
14. Tau Empire .....	10
15. Tyranids.....	11

## 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.

Alexander Merinen - Zurken  
Anders Erestam – Argos  
Andreas Bäckström – Dea  
Daniel Tarander - dante82  
Daniel Tavast – imp  
Johan Ljungström - Kombat  
Magnus Elmquist - Mag-El  
Mattias Englund - Katarsis  
Michael Carl - Michael Carl  
Per Hylander - Hylander  
Per Stureson - LillePer  
Thomas Christiansen - Ancalagon  
Tue Höjbjerg – Tue

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. Movement

## 2. Shooting

### ***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]

### ***Run moves and models that cannot run***

A unit cannot choose to run if it contains a model that cannot run (a model on Bike, Slow and Purposeful, carrying the Relic, etc).

## 3. Assault

### ***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.

### ***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 model's position before moving any models as the charge might fail if it has to be made through Difficult Terrain and the models have 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.

### ***Charge moves with Cavalry/Bike bases***

When charging with a unit with non-circular bases the first model to move must move in such a way that no part of its base has moved further than any other part of its base. I.e. it must move without changing its facing. All other models may move in any fashion as long as no part of their bases moved further than the rolled charge distance.

## 4. Morale

## 5. Special Rules

### ***Ignore Cover USR***

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

### ***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).~~

### ***Ordnance and Tank Hunter***

A model with both the Ordnance and Tank Hunter special rules rolls two dices for Armour Penetration and re-rolls them both if he wishes (i.e. you cannot re-roll just one of them).

## **6. Unit Types**

### ***Thrust/Eldar Jetbike moves in non-Jet Pack/Jetbike units***

Thrust moves and Eldar Jetbike assault-moves can still be made by models with these special rules, even if they are part of a unit with models without them.

### ***Artillery units and Instant Death***

Only use the artillery's toughness when calculating how to wound the unit. Instant Death is still calculated with each individual model's toughness.

## **7. Weapons**

### ***Missile Launchers and Flakk Missiles***

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

### ***Unusual Power Weapons***

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

### ***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.

## **8. Characters**

### ***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.

### ***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.

### ***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.

### ***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.

### ***Look out Sir! and multiple closest models***

If several models are equidistant to the character:

In shooting; randomize which model is considered to be closest to the character for each unit that fires at the characters unit.

In assaults; the player controlling the character chooses which model is considered to be the closest one.

### ***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 for Space Marines "Shrike and Infiltrate with a unit")

## **9. Psykers**

### ***Psychic powers and cumulative effects***

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

## **10. Vehicles**

### ***Firing Points***

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

### ***Zooming Flyers and Locked Velocity***

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

### ***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]

### ***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]

### ***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.

### ***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.

### ***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.

### ***Firing with Relentless models from a vehicle moving at Cruising Speed***

Relentless models that are firing from a vehicle that moved at Cruising Speed last movement phase may only fire Snap Shots.

### ***Embarking in Vehicles***

When trying to embark in a transport vehicle: simply measure if each individual models move is sufficient to take it within 2" of an Access Point. Ignore the placement of the other models in the unit while measuring this move.

## **11. Battlefield Terrain**

### ***Forests and cover saves***

- 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.

### ***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.

### ***Skyshield Landingpad and cover saves***

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

### ***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 terrain's 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 chooses 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.

### ***Controlling Gun Emplacements***

A model may only fire a Gun Emplacement if there are no enemy non-vehicle models in base contact with it. [rules change]

## **12. Choosing Your Army**

### ***Choosing the Warlord***

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

### ***Choosing Psychic Powers***

Only for codices prior to 6<sup>th</sup> 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.

### ***Upgrades for upgraded models***

A model may only purchase an upgrade if it is legal for that model to have that certain upgrade in the armylist. For example: If an upgrade can be given to "any XX" and "any XX can be upgraded to YY", then YY cannot purchase the upgrade. If the upgrade could have been given to "any model", then YY could have purchased that upgrade.

## **13. Fighting a battle**

### ***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 they may be held in Reserves.

## **Codex Specifics**

### **1. Adepta Sororitas**

### **2. Blood Angels**

### ***Corbulo and re-rolls from Reserves***

Corbulo can't use the re-roll from the Far-Seeing Eye while he is in Reserves.

### **3. Chaos Daemons**

#### ***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.

#### ***Kairos Fateweaver and re-rolls from Reserves***

Kairos can't use the re-roll from the Staff of Tomorrow while he is in Reserves.

### **4. Chaos Space Marines**

#### ***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.

#### ***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.

#### ***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.

### **5. Dark Angels**

### **6. Dark Eldar**

#### ***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".

### **7. Eldar**

#### ***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.

#### ***Assigning Warlocks to units***

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

## **8. Grey Knights**

## **9. Imperial Guard**

## **10. Necrons**

### ***Night Scythe passengers and destroyed results***

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

### ***Mindshackle Scarabs and Challenges***

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

## **11. Orks**

## **12. Space Marines**

### ***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.

### ***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 "Characters with Infiltrate and units without")

### ***Stalker and Snap-shots.***

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

### ***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.

## **13. Space Wolves**

## **14. Tau Empire**

### ***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.

### ***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.

### ***Drones from vehicles and First Blood***

A unit of Drones disembarked from a vehicle they were attached to does not give up a Victory Point for First Blood. The army will still give up a Victory Point for First Blood if another unit later is killed.

## **15. Tyranids**