

Sverige FAQ

7th edition Warhammer 40.000

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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>

# Rulebook

## 1. General

### 1.1. Best save available

When deciding which save is the best available, include all modifiers and rerolls in the decision. For example a 4+ save with re-roll is better than a 3+ save, a 3+ save with negative re-roll is worse than a 4+ save and so on.

## 2. Movement

### 2.1. Non-vehicles on non-circular bases

A non-vehicle model on a non-circular base (a bike base for example) may never move any part of the base longer than the model's maximum movement allowance. I.e. a non-vehicle model may not pivot its base to gain extra movement.

### 2.2. Models with different special moves in the same unit

Models may perform Run-, Turbo-boost-, and Thrust-moves individually. For examples, a Bike in an Infantry unit may Turbo-boost while the infantry Runs, or a Jetbike inside a Bike unit may make Thrust move.

## 3. Psykers and Psychic Powers

### 3.1. Multiple Psykers in the same unit

Multiple Psykers that is not a Brotherhood of Psykers unit that are part of the same unit manifests Psychic Powers just as if they were on their own. For example, two Grey Knight Brother Captains joined to a Strike Squad do not prevent each other (or the unit) from casting Hammerhand more than once, nor can they share the effects of a Perils of the Warp.

### 3.2. Number of powers that can be manifested

The number of powers that a Psyker may attempt to manifest each Psychic Phase is not determined by his Mastery Level; he can attempt to manifest a new spell as long as he has sufficient Warp Charges left. [RAW]

### 3.3. Psychic Focus and pre-determined spells

Models with a pre-determined powers, such as a Broodlord ~~or a Hemlock Jetfighter~~, gains that Psychic Discipline's Primaris Power.

### 3.4. 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.

### 3.5. Psychic Shriek

The leadership value used for Psychic Shriek is the highest leadership value in the unit, including leadership modifiers such as Aura of Discipline and Terrify.

### 3.6. Gate of Infinity

The Gate of Infinity Psychic Power may be used by units locked in combat.

Deep Striking with Gate of Infinity does not count as arriving from Reserves, and will thus not trigger Intercept, Coteaz I've Been Expecting You, Swooping Hawk Grenade Pack, etc.

Any Special Rule that affects Deep Striking (such as Locator Beacons) also works on units Deep Striking by Gate of Infinity, but wargear that only works for Deep Strike Reserves does NOT work (such as the Webway Portal).

Should the unit suffer a Delayed Deep Strike Mishap they are placed in Ongoing Deep Strike Reserves (and may thus trigger Intercept etc. in later turns).

### 3.7. Terrify in subsequent turns

The Morale test caused by Terrify is only taken in the same Psychic Phase as the Psychic Power was manifested in. [rules change]

## 4. Shooting

### 4.1. 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.

### 4.2. Blasts and Ruins

Blast weapons hits every model underneath it, regardless of intervening floors. [RAW]

### 4.3. 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).

### 4.4. 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.

### 4.5. Models behind ruins

A model behind, but not inside, a ruin only receives a 5+ Cover save. Models inside a ruin still receives a 4+ Cover save. [RAW]

### 4.6. Units firing at multiple targets

When a unit can fire at different targets, all targets must be declared before any weapons are fired. Although you then fire each weapon group one at the time and can freely choose which weapon fire where when the weapon fires.

## 5. Assault

### 5.1. 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.

### 5.2. Overwatch and multiple weapons

A model firing Overwatch may fire with the same amount of weapons as it would in the Shooting Phase.

## 6. Unit types

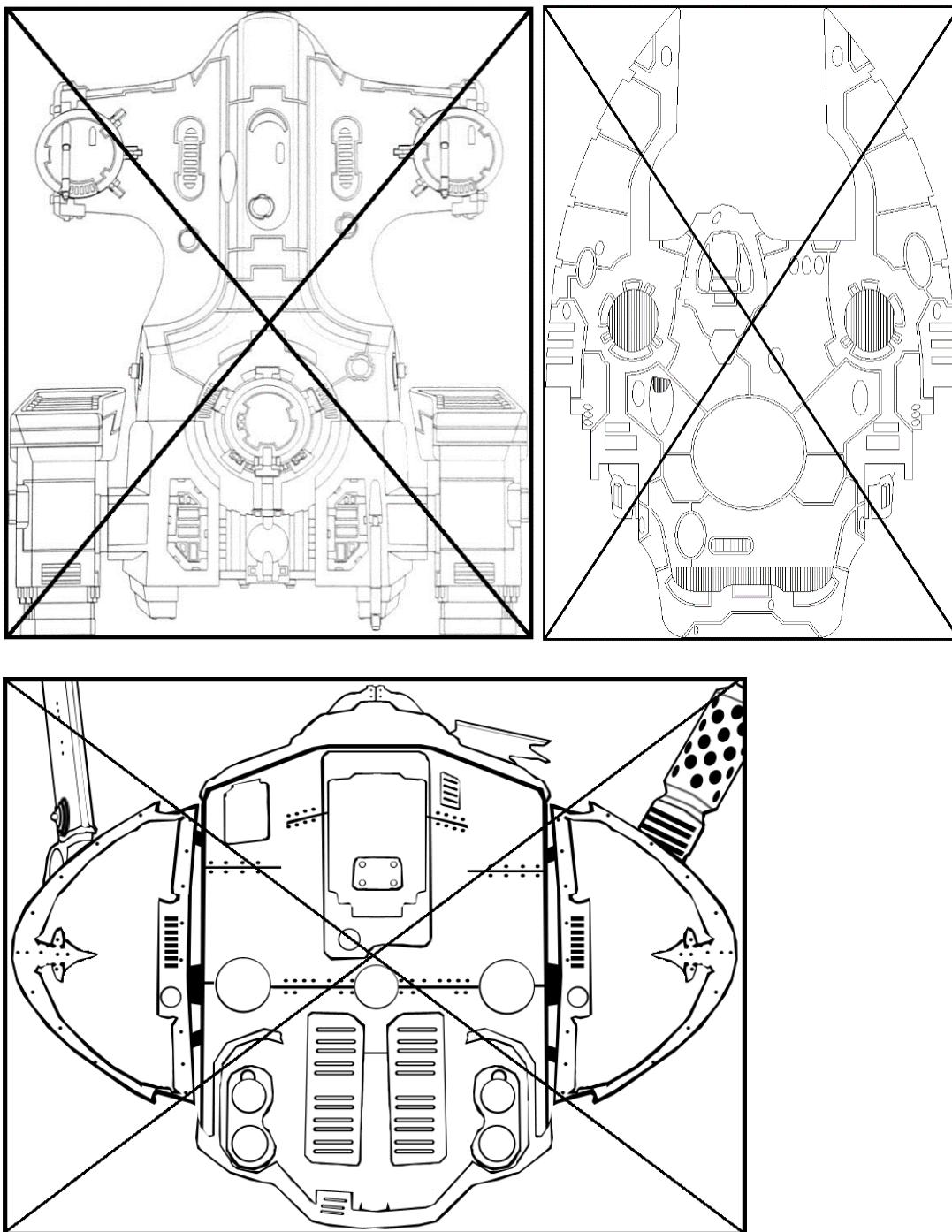
### 6.1 Gargantuan Monstrous Creatures and shooting

Gargantuan Creatures may fire all of its weapons, not only 2.

## 7. Vehicles

### 7.1. Arcs on non-rectangular vehicles

When measuring arcs on a non-rectangular vehicle; draw an imaginary rectangle around the vehicle with the same width and length as the vehicle. Then measure the arcs from the corners on the imaginary rectangle. Examples:





## 7.2. Drop Pod Assault and multiple detachments

When multiple 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 all the detachments 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: An army with a Space Marine detachment with two Drop Pods and 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.

## 7.3. 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 Pod's weapon can still fire.

## 7.4. Flyers and Scoring

Flyers in Hover-mode may measure ranges to objectives from their base or their hull. [rules change]

## 7.5 Turrets and Facings

A turret is always considered to be part of the facing in which the firer stands, even if the turret is located in another facing.

# 8. Weapons and Wargear

## 8.1. Special/Named Characters and Unusual Power/Force Weapons

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

## 8.2. Unusual Power/Force Weapons

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

## 8.3. Destroyer weapons and Look out Sir!

Look out Sir! may be used if a character is wounded by a destroyer weapon. The Look out Sir! roll is made after the roll on the Destroyer-table, but before the number of wounds is determined since that is determined after any potential saves are failed.

# 9. Choosing your army

## 9.1. Models from different codexes with the same Faction

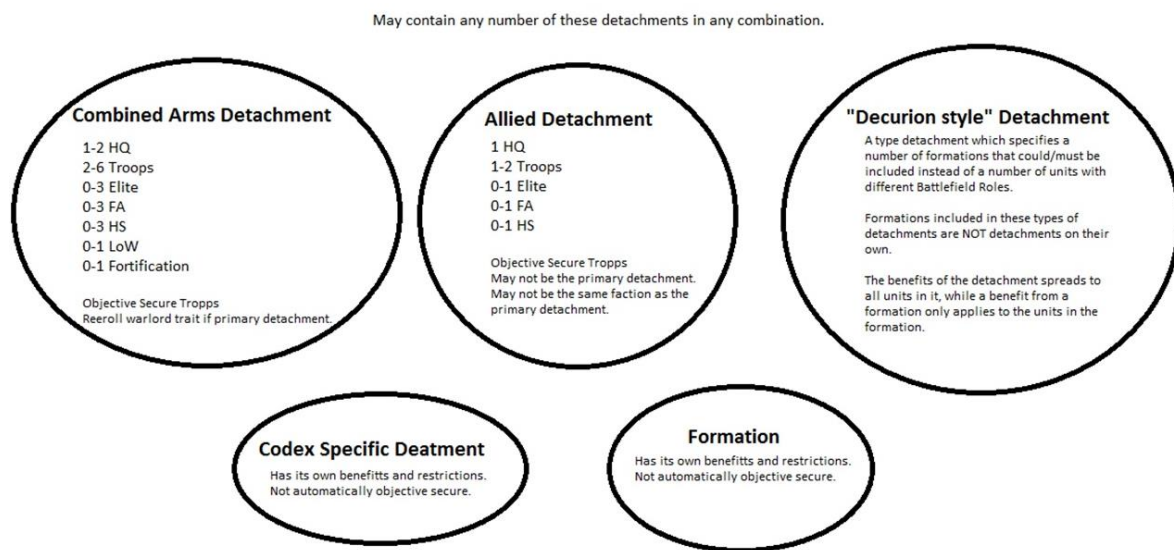
Models from different codexes or supplements may not be chosen in the same detachment, even if that have the same Faction. [rules change]

## 9.2. 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.

## 9.3 Battle Forged Armies

For clarification, Battle Forged Armies uses the following structure:



## 10. Special Rules

### 10.1. Preferred Enemy and Gets Hot Blasts

A failed Gets Hot roll from a Blast weapon may be re-rolled due to Preferred Enemy.

### 10.2. Intercept and multiple weapons

A model firing Intercept may fire with the same amount of weapons as it would in the Shooting Phase.

### 10.3. Independent Characters and Infiltrators

Independent Characters without the Infiltrate Special Rule cannot Infiltrate with a unit of Infiltrators, and vice versa. (See exception for Shrike) [RAW]

### 10.4. Infiltrators and deployment

A unit of Infiltrators cannot choose to deploy normally; they must deploy last by using the Infiltrate special Rule, or be put in Reserves. [RAW]

### 10.5. Intercept and weapons that does not require Line of Sight

A model with a weapon that does not require Line of Sight to be fired may fire Intercept at a target that it does not have Line of Sight to. [rules change]

### 10.6. Power of the Machine Spirit and snap shots

A weapon being fired by the Power of the Machine Spirit follows the normal rules for snap shots. For example from being Shaken/Stunned, having moved, etc.

### 10.7. Rending and re-roll Armour Penetration

The additional Rending D3 is considered to be part of the Armour Penetration roll. So in order to be able to re-roll the Rending D3 the firer must first re-roll the initial D6 and score another 6.

## 11. Missions

### 11.1. Units fleeing or off the table at the end of the game

Units that are fleeing or off the table at the end of the game counts as being destroyed after the last player turn, and thus does not award any Victory Points for being destroyed in a specific Player- or Game Turn.

### 11.2. Units created during the game

Units that are created during the game (Termagants spawned from Tervigons, Daemons summoned from the Warp Storm table, etc.) does not count as being part of a detachment unless specifically stated otherwise. This means that such units does not gain the Objective Secured special rule.

### 11.3. The Relic and Tactical Objectives

The Relic is not counted as an objective for Tactical Objectives (Supremacy etc).

## 12. Fortifications and Terrain

### 12.1. Void Shield Generator and cover saves

The projected Void Shield cannot receive a Cover save.

### 12.2. Void Shield Generator and multiple hits

When firing at a unit inside the projected Void Shield, resolve each hit against the projected Void Shield until it is destroyed, or the firing unit has run out of hit that can damage the projected Void Shield. For example, a unit with three Lascannons and three Bolters fires at a unit inside the projected Void Shield. The unit starts firing with the three Lascannons and all hits. The first Lascannon hit is resolved against the projected Void Shield, but does not cause a Glancing or Penetrating hit. The second Lascannon hit scores a Penetrating hit and the projected Void Shield. The third Lascannon hit is then resolved against the original target. The unit may then fire their Bolters.

### 12.3. Forests

Forests are considered to have trees all along the edge of the forest base. So any model (including vehicles) behind the forest and at least 25% covered by the forest base from the firers view will be granted a 5+ cover save.

Vehicles inside the forest have to have at least 25% of the facing that is being targeted inside the forest to gain a cover save.

Forests are considered to be of the same height as the highest tree on the base.

## Codex

## 13. Astra Militarum

### 13.1. Aura of Discipline and denied Challenges

A unit that contains a model with Aura of Discipline that has denied a Challenge may not benefit from that model's Aura of Discipline.

## 14. Blood Angels

## 15. Chaos Daemons

### 15.1. Chaos Daemon Psychic Focus

Chaos Daemon Psykers automatically get their patron God's Primaris Power because of Chaos Psychic Focus, and cannot therefore gain another Primaris Power from Psychic Focus.

### 15.2. Kairos Fateweaver's Staff of Tomorrow

Kairos' Staff of Tomorrow may be used when Kairos is not on the table, but not when he has died.

## 16. Chaos Space Marines

### 16.1. Chaos generating spells and Psychic Focus

Chaos Space Marine Psykers has to roll at least once on their patron God's table, and automatically gets that Primaris Power because of Chaos Psychic Focus, and cannot therefore gain another Primaris Power from Psychic Focus.

### 16.2. Kharn and Invisibility

Kharn hits units under the effect of the Invisibility Psychic Power on 2+

## 17. Dark Angels

### 17.1. Ravenwing Strike Force and HQ-slots

At the moment, there is no way to fill the optional HQ-slots in the Ravenwing Strike Force since you can only field one character with the Ravenwing special rule. [RAW]

## 18. Dark Eldar

### 18.1. Splinter Racks

Only models with Splinter weapons that are embarked on a vehicle with Splinter Racks gains the Twin-linked Special Rule.

## 19. Eldar

### 19.1. Ghost Helm and Perils of the Warp

A Ghost Helm only prevents a single wound from a Perils of the Warp, not the whole Perils of the Warp effect. [RAW]

### 19.2. The Serpent Shield

The Serpent Shield is considered a weapon in the Eldar players Shooting Phase, and thus counts toward the number of weapons a Wave Serpent may fire, is subject to the effects of Jink, and so on.

The Serpent Shield cannot be destroyed by a Weapon Destroyed result.

The Serpent Shield may be fired from anywhere from the vehicle's Front Arc, but never at a target outside its Front Arc, and only 45 degrees vertically (22.5 degrees up, and 22.5 degrees down). See "Arcs on non-rectangular vehicles" for further clarifications.

### 19.3. Dire Avenger Defence Tactics and multiple charges

If a unit of Dire Avengers is charged by two units, they may fire BS2 overwatch against the first charging unit, and then choose Stubborn and Counter-Attack when charged by the second charging unit.

#### 19.4. Runes of the Farseer and Deny the Witch

Runes of the Farseer may only be used on Deny the Witch rolls if the Farseer or his unit is actually targeted by the power. [RAI]

#### 19.5. Wave Serpents in Aspect Hosts

Wave Serpents included as dedicated transports in an Aspect Host also benefits from the +1WS/BS. [RAW]

#### 19.6. Multiple Mindshock Pods

The effect of multiple Mindshock Pods does not stack, therefore there is only a -2 leadership penalty regardless of the number of Hemlock Wratihfighters within 12" of a unit.

### 20. Imperial Knights

#### 20.1. Ion Shield and attacks without an origin

An Ion Shield does not protect against attacks that does not specifically target the protected facing. For example, the Ion Shield cannot protect against Barrage and Vector Strikes that hits the Knight's side armour but not specifically the side that is being protected.

#### 20.2. Models in multiple Ion Shield Arcs

When shooting at an Imperial Knight, if a shooting model has parts of its body in two different facings of the Imperial Knight, the shooting model can freely choose which of the two facings they fire at after the ion shield arc is chosen.

#### 20.3 Knight Weapon Fire Arcs

The arm mounted weapons on Imperial Knights are considered to be able to fire within the Knight's Front Arc (approximately 105°), see 7.1. Their shoulder mounted weapons have a 360° Fire Arc.

### 21. Inquisition

### 22. Necrons

#### 22.1. Imotekh's Lord of the Storm and Flyers/Flying Monstrous Creatures

Imotekh's Lord of the Storm-attacks also targets Flyers/Flying Monstrous Creatures even if they are in Zooming or Swooping mode. [RAW]

#### 22.2. Veil of Darkness & Ghostwalk Mantle

Deep Striking with Veil of Darkness/Ghostwalk Mantle does not count as arriving from Reserves, and will thus not trigger Intercept, Coteaz I've Been Expecting You, Swooping Hawk Grenade Pack, etc. Any Special Rule that affects Deep Striking (such as Locator Beacons) also works on units Deep Striking by Veil of Darkness/Ghostwalk Mantle.

Should the unit suffer a Delayed Deep Strike Mishap they are placed in Ongoing Deep Strike Reserves (and may thus trigger Intercept etc. in later turns).

#### 22.3. Gaze of Death and targeting restrictions

Gaze Of Death may target both FMCs and units locked in close combat. [RAW]

#### 22.4. Night Scythes and embarking models

Models may embark on a Night Scythe if they are within 2" of its base.

#### 22.5. Charges with models ignoring terrain

Wratih and C'Tans strike at normal Initiative even when charging through difficult terrain.

## 22.6. Whip Coils and Hit and Run

The Initiative-boost from whip coils may not be used when attempting an Hit and Run.

## 23. Space Marines

### 23.1. Grav weapons and multiple armour saves

Grav weapons wounds its targets using 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.

### 23.2. 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. [rules change]

### 23.3. Gladius Strike Force and Chapter Masters

In a Gladius Strike force, the Captain may be upgraded to a Chapter Master in both the demi-company and the Strike Force Command. [RAW]

### 23.4. Iron Hands Chapter Tactic and Vehicles

Iron Hands Chapter Tactics does only apply to vehicles which actually have the Chapter Tactics Special Rule (i.e. Dreadnoughts).

## 24. Space Wolves

### 24.1. Multiple Relics on the same model

A model may choose multiple Relics as long as he has a sufficient amount of weapons to replace.

### 24.2. Thunderwolves and Strength bonuses

Thunderwolves (both as a character mount and in a Thunderwolf Cavalry unit) gains a basic Strength of 5, and any modifier that would double that Strength value would thus double it to Strength 10.

### 24.3. The Pelt of the Balewolf versus Daemons

Daemons automatically passes their Fear test against a model with the Pelt of the Balewolf.

## 25. Tau Empire

### 25.1. Battlesuits with multiple of the same weapon

Tau Battlesuits may choose multiples of the same weapon without having to purchase a twin-linked version.

### 25.2. 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.

## 26. Tyranids

### 26.1. Instinctive Fire

A model with the Instinctive Fire special rule can fire with all available weapons each Shooting Phase. Each weapon may fire at a different enemy unit. Check from each weapon which enemy unit is closest to that weapon and within range and line of sight. These weapons have 360° Arc of Sight and may shoot through itself (as all non-vehicle models).