

Warhammer 40,000 Questions

1. Can opponents use your wargear such as Teleport Homers, Tau Positional relay, ect.?

No, except where explicitly stated.

2. Can I use Deff rolla on vehicles?

No, ramming is a separate subtype of tank shock.

3. Can Nurgle marines benefit from Epidemius.

Yes, they are followers of Nurgle

4. In a Dark Angels Army, when a Ravenwing squad has a land speeder and combat squads is the land speeder a scoring unit? (It says it operates as completely independent scoring units)

Yes, the Dark Angels Codex has its own rules for what constitutes a scoring unit.

5. Do Dark Angels that are utilizing the Combat Squads rule become scoring if they are not selected as a troop choice?

Yes, the Dark Angels Codex has its own rules for scoring.

6. Orks can trucks ram other vehicles?

No

7. Is a Krak Grandade attack considered a close combat attack? This is the wording problem necessary to determine whether or not the death Company's rending ability transfers to their use of Krak grenades in close combat.

No, it is a grenade attack and as such will not benefit from rending.

8. Can the Blood Angels, Dark Angels or Black Templars use 5th Edition Codex Space Marine gear and Land raider Transport capacity?

No, use all the entries listed in their respective codices.

9. Can a chaplain allow you to re-roll your grenade attack?

Yes

10. What happens if a GW newly released FAQ contradicts our FAQ?

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11. If your model is equipped with a power fist and a bolt pistol can you opt to fight at your normal Initiative with the bolt pistol or do you always have to fight at Initiative 1 with the powerfist?

At the beginning of the close combat before any attacks are made all models must declare what weapons they are attacking with, starting with the player whose turn it is.

12. Does choosing to pass a morale test with either Iron Will or God of War make you subject to No Retreat?

No, automatically passing the test does not makes you subject to the No Retreat rule.

13. How do the doors on a Space Marine Drop pod work?

The doors on a drop pod must be opened if possible. If not possible you may shoot though it as if they were opened. Other than that doors do not exist. All relevant measurements are made from the hull.

14. Can I have models on square bases, mostly for Daemon models if I wanted to use them in fantasy?

No, all models must be based on bases for the appropriate system (round for 40k) (square for fantasy). If round bases are in a movement tray, they are acceptable for fantasy.

15. With the Ork waaagh, can I run first then call the waaagh?

If you wish to call a waaagh! You must declare it at the beginning of the shooting phase before you do anything else.

16. Are ork burnas one or 2 handed weapons?

Two Handed.

17. When the Ork wreckin' ball makes its attack is it considered an assault in which it would hit the rear armor or does it simply hit the current side it's facing?

Vehicles without WS cannot make close combat attacks; therefore it is not considered an assault. Resolve the wrecking ball against relevant facing of the vehicle.

18. Does the Tau multi-tracker work with a Shas ui' firewarrior's pulse rifle and markerlight? Also does it work with a broadside's weapons?

Yes to both questions.

20. How does book of st lucius work when a nearby squad lost combat and wants to use the book owner's LD?

Models attempting to benefit from the Book of St. Lucius gain the unmodified LD of the bearer than any penalties are applied.

22. How does the liber heresius work in the new rules?

The liber heresius works, however you still make the roll to choose sides to determine who goes first.

23. For ork looted vehicles, do you have to build it from the chassis of the base model or can you make it bigger/smaller?

You may do whatever you like for a looted vehicle as long as you do not violate the Creative Modeling Clause.

24. Are the old 3rd Ed rhinos still allowed?

Yes, as long as it does not violate the creative modeling clause.

25. Are the old 3rd Ork Trukks still allowed?

Yes, as long as it does not violate the creative modeling clause.

26. How does the Fateweaver's re-roll of inv saves and the Space Marine librarian's null zone interact?

You, simply make one roll with no rerolls possible and apply the results.

27. When a unit is affected by the Glamour of Tzeentch, who decides what method of shooting is done?

The player with the Changeling may make all relevant decisions. All targets must be in LOS of the Changeling. All decisions must be legal.

28. Can the glamour of Tzeentch be used more than once a turn?

No

29. Can a psychic hood be used inside a transport?

Yes, measure ranges from hull of vehicle.

31. IG have the Scouts and Infiltrators rules, instead of referring to the Scout and Infiltrate USR, are they the same thing?

Yes

33. Can I inter-mix 2 separate gaunt squads so that they benefit from the shooting thru other models 4+ cover save, from each other?

Yes, though a clear and distinct method must be visible to distinguish the squads.

35. Can you doom an embarked unit?

No

36. Can you target embarked units with other abilities (i.e. fortune, lash, etc)?

No

37. What are legal base sized for most things in WHFB and 40k?

The base they came with or larger as long as they do not violate the creative modeling policy.

38. Can I use the new Power of the Machine Spirit to fire a single weapon after I have popped smoke?

No, you pop smoke at the end of your move and forfeit all shooting.

39. Can Space Marines use the Machine Spirit rule to fire a weapon *before* you pop smoke?

No, you pop smoke at the end of your move.

40. If you tank shock someone can you benefit from smoke?

Yes, however a vehicle that tank shock cannot benefit from it against death or glory attacks.

41. Is the Lash of Submission a shooting attack or not?

Yes, it follows all the rules for psychic shooting attacks.

42. Can a Sorcerer lash a squad while the unit he is attached to shoot another?

No

43. If a transport with a fire point is shaken, can the troops inside still use the fire port to shoot?

No, nor can any psychic shooting attacks be used.

45. Can a stunned walker still run?

Yes

47. Can a scoring unit hold/claim/contest more than one objective?

Yes

48. Can a unit that is holding an objective contest others?

Yes

49. What is the size of an objective?

An objective can be any size between 25mm and 60mm and have infinite height and depth. To determine if a unit is contesting or scoring measure the distance from the outside edge of the objective.

50. Can an artillery unit get a cover save if the crew is in cover save while the cannon is less than 50% covered?

Determine cover separately for the crew and the artillery after hits have been randomized.

51. Do Space Marine Librarian powers have to be on the list or can you choose before each game?

The librarians' powers must be chosen at list creation and must be played the same in each game.

52. When deploying marines in Dawn of War missions, does a squad that has been broken into combat squads a single space marine squad or count as the 2 troop choices from the troops selection?

2 troop selections

53. Can an Eldar tank with Star Engines ram twice; once in the movement phase and once in the shooting phase using Star Engines?

Yes, it can perform two Rams

54. Do Eldar Swooping Hawks who get placed back into reserve on a mishap still get to drop their grenades?

Yes

55. In Spearhead missions, can reserves enter play anywhere along your board edge, or just on the half used for initial deployment?

Reserves may enter anywhere along the long board edge.

56. How does BT Righteous Zeal interact with Go to Ground?

If you pass a LD test and trigger Righteous zeal you follow all the rules of righteous zeal and move as per the rule and no longer count as going to ground.

57. When releasing Ork Bomb Squigs while inside a vehicle, when you roll a '1' does the vehicle that the unit releasing the bomb squigs count as the closest?

When releasing a bomb squig from inside a vehicle if a 1 is rolled it hits the vehicle it was released from and attacks the rear armor.

58. If an Ork Weirdboy is in a vehicle and that vehicle moves over 6" what happens during the shooting phase when the Weirdboy has to roll for a psychic power and he gets one of the powers that act like a shooting weapon?

He must still make the psychic check but cannot use the power if he succeeds

59. What happens when a Weirdboy suffers a mishap on "Ere We Go". Does he go into reserve and deploy via deep strike next turn?

He follows as the normal mishap rules

60. Tau Smart Missile Systems says that a squad hit by the SMS can take cover saves if they are IN cover or are touching cover that lies between them and the SMS firing unit. Do they receive cover saves vs. SMS from screening infantry or cover that they are not in/touching?

The target will only receive cover from being in area terrain.

62. Can an Ork vehicle with both a Boarding plank and Wreckin' Ball attack two separate units?

Yes

63. How does Epidemius' tally interact with Necrons WBB?

Only models which are removed from the field count for the tally

64. In resolving close combat attacks against a BT Chaplain leading a Reclusiam Command Squad and having Servitors do they all count as one big retinue, or is it two groups: command squad and chap plus servitors?

Yes, one big retinue.

65. What about if a Chaplain with Servitors joins a Crusader Squad?

The chaplain count as an IC in Close Combat.

66. When I take a thunderfire cannon, can I take a servitor squad because the servitor says "take one for every master of the forge or techmarine"?

No

67. Can the drop pod shoot the turn it comes in?

No, it counts as going moving Flat Out.

68. For oddly shaped vehicles (tau piranhas) how do I determine the front/side/rear arc?

If this is in dispute call a judge

69. Can I put my own models under my skimmers?

No, nor may they stand on top of a vehicle.

70. Also in Grey knights, does their thing that makes all daemons come in from the board edge effect the new daemon codex because the new Codex daemons are all daemons?

In 5th edition Demonic Infestation has no effect and should be ignored.

71. Does a Tau Crisis Suit with an Ejection System count as 1 or 2 KPs?

It counts as 2 kill points

72. Are Marine Variant Terminators (that pre-date the Relentless) have the Relentless rule?

Yes, all models wearing terminator armor gain the relentless rule.

73. If I charge with two units out of two Land Speeder Storms at one enemy unit and they lose, are they - 4 LD?

If the unit being assaulted loses combat they will suffer -4 LD plus any minuses from the combat result.

74. If a Mek with Shokk Attack Gun gets a Zoink result, does the unit he's joined to get transported as well?

No, only the mek is transported.

75. Some models have changed base sizes over different editions, which do I use?

All models must be based on their current bases they are sold with or larger.

77. If I have a character attached to a unit that ignores difficult terrain will he still have to roll difficult terrain?

If a character is attached to a squad that ignores difficult terrain which subsequently chooses to try and move through difficult terrain the squad must still make a difficult terrain roll and only move as far as the highest roll. The character may not benefit from rolling 3d6 as he is joined to a squad. It does not matter if the character himself is not moving through difficult terrain as long as the squad is attempting to move through difficult terrain.

78. If I roll Double 1's for my psychic test against Runes of Warding do I suffer a perils of the Warp?

Yes, the runes of warding add to the rules of situations in which perils of the warp can be suffered. \

79. How does the Holy Orbs of Antioch shoot now?

Place the small blast within 12" than roll 2d6 and the scatter dice and subtract your BS to determine final location

80. If my space marine army contains both Pedro Kantor and another space marine character who replaces combat tactics and I decide to use the other Characters Chapter Tactic replacing ability will my sternguard still count as scoring?

No they will no longer be scoring.

Warhammer Fantasy

1. Can the runelord be killing blowed?

Yes, he is Unit Strength 1 but is part of a US 5 unit

2. What happens if a GW newly released FAQ contradicts our FAQ?

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3. Bases, Can I have models on square bases, mostly for Daemon models if I wanted to use them in fantasy. Also base sizes, old school termies are on small bases and new ones are on the bigger ones.

No, all models must be based on bases for the appropriate system (round for 40k) (square for fantasy) and based on the size of base that comes with the model. You may base your models on larger bases as long as it does not violate the Creative Modeling Clause. If round bases are in a movement tray, they are acceptable for fantasy.

4. Are Dogs of War units allowed for Armies that don't specify it in their books?

No, Dogs of War are not allowed in any army.

5. What are legal base sized for most things in WHFB and 40k?

The base they came with or larger as long as they do not violate the creative modeling policy.

6. How does a unit of mixed troll and giant slayers work?

Any model who has been upgraded to a Giant Slayer counts as a unit champion. As such he must be placed as close to the front rank as possible attacks may be directed at them. If the entire front rank is Giant Slayers than all attacks must directed to specific models before any attack rolls are made.

7. If a unit runs off the board and another unit chases that unit off the board on the LAST TURN OF THE GAME, is that unit considered destroyed for VP purposes?

No, only units that are destroyed fleeing or have fled off the table count as destroyed for Victory Points.

8. Chaos knights have ensorcelled weapons. Under options, it lists "upgrade to lances". It does not state "replace with lances". Does that mean the lance would be s8 on the charge, and s5 being charged, with the magical attacks property listed?

The lances replace their ensorcelled weapons making the Chaos Knights Strength 4 normally and Strength 6 on the charge all of which are non magical attacks.

9. Zombies in combat with units w/ the mark of nurgle are reduced to ws 0. Does this mean they cannot attack, and are auto hit in combat?

The mark of nurgle cannot reduce your weapons skill below 1.

10. Are the attacks from Bloodcurdling roar and Word of Pain considered magical?

No

14. Does killing a Champion in a challenge trigger a roll on the Eye of the Gods table?

No, only when you kill an enemy Hero or Lord Choice or a large target with a character who has the eyes of the gods rule.

15. When a Chaos Hellcannon Rampages how far does it move?

When the hellcannon rages it moved 3d6" and drags the handlers with it.

16. What is a Hellcannons Charge Range?

12", as per the normal rules for Monsters and Handlers

13. Can a Hellcannon move and shoot?

No