

# **Sverige FAQ**

**6th edition Warhammer 40.000**

**V6.0**

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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]

## Contributors

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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>

## 1.0 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 Multiple saves after Look out Sir!

A wound can only be tried for saving rolls once even though reallocated by a Look out Sir!

## 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 dedicated 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

The armylist must state whether the Psyker unit is using Psychic Powers from their own codex or randomizing Psychic Powers from the rulebook. If randomizing Psychic Powers from the rulebook the armylist do not need to specify which Psychic Disciplines is going to be rolled for.

## 1.7 Terrain

### 1.7.1 Forests

- A forest is an area terrain that grants a 5+ cover save.
- 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.

## **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 Passengers and destroyed results**

Passengers being placed on the table after both the Vehicle Explodes and Vehicle Wrecked results are considered having made a disembarkation and may therefore not assault in their next assault phase (unless the vehicle was an assault vehicle). [rules change]

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

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

### **3.5 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]

### **3.6 Flyer position and Shooting with Flyers**

A Flyer may be positioned anyhow on its base using the original parts. When shooting with a Flyer; 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]

### **3.7 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.

### **3.8 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.

## **4. Army Specific**

### **4.1 Chaos Daemons**

#### ***4.1.1 The Daemon rule and the White Dwarf Update***

All Chaos Daemons are considered to have both the Daemon rule from the rulebook and the Daemon rule from the codex.

### **4.2 Chaos Space Marines**

#### ***4.2.1 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.

#### ***4.2.2 Plague Zombies and maximum squad size***

No unit of Chaos Cultists that Typhus nominates as Plague Zombies may ever be more than 10 models. [RAW]

#### ***4.2.3 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

#### ***4.2.4 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.

### **4.3 Dark Eldar**

#### ***4.3.1 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".

## **4.4 Eldar**

### ***4.4.1 Eldrad and multiple Shooting Attacks***

Eldrad may only make one shooting attack per turn. I.e. just one Mindwar, Eldritch Storm or Shuriken Pistol.

### ***4.4.2 Bladestorm and Overwatch***

The turn after a Bladestorm attack has been used the unit using Bladestorm may not fire Overwatch.

### ***4.4.3 Multiple Runes of Warding***

The effects of multiple Runes of Warding are not cumulative. So a Psyker facing an Eldar army with two Runes of Warding still only takes Psychic Tests on 3D6.

## **4.5 Necrons**

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

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

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

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