

Sverige FAQ

7th edition Warhammer 40.000

V7.0

Released: 2014-10-15

Contents

Sverige FAQ	1
7th edition Warhammer 40.000	1
V7.0	1
Introduction.....	4
Contributors	4
Rulebook	5
1. Movement.....	5
1.1. Non-vehicles on non-circular bases.....	5
1.2. Models with different special moves in the same unit	5
2. Psykers and Psychic Powers	5
2.1. Multiple Psykers in the same unit	5
2.2. Number of powers that can be manifested.....	5
2.3. Psychic Focus and pre-determined spells.....	5
2.5. Psychic Shriek.....	5
2.6. Terrify in subsequent turns.....	5
3. Shooting	5
3.2. Blasts and Ruins.....	5
3.3. Intervening models and 25%-coverage	6
3.4. Look out Sir! and cover saves.....	6
4. Assault.....	6
4.2. Overwatch and multiple weapons	6
5. Vehicles	6
5.1. Arcs on non-rectangular vehicles.....	6
5.5. Flyers and Scoring.....	7
5.6. Super-heavy Walkers and difficult terrain	7
5.7. Flyer position and Shooting with Flyers	7
6. Weapons and Wargear.....	7
7. Choosing your army	7
7.1. Models from different codexes with the same Faction.....	7
8. Special Rules	8
8.1. Preferred Enemy and Gets Hot Blasts	8
8.2. Intercept and multiple weapons	8
8.3. Independent Characters and Infiltrators	8
8.4. Infiltrators and deployment.....	8
9. Missions.....	8

9.1. Units fleeing or of the table at the end of the game.....	8
10. Fortifications.....	8
10.1. Void Shield Generator and cover saves	8
10.2. Void Shield Generator and weapons that affects vehicles	8
Codex	8
11. Astra Militarum.....	8
11.1. Aura of Discipline and denied Challenges.....	8
12. Blood Angels	9
13. Chaos Daemons	9
13.1. Chaos Daemon Psychic Focus	9
13.2. Kairos Fateweaver and Daemonology	9
13.3. Kairos Fateweaver’s Staff of Tomorrow	9
14. Chaos Space Marines	9
14.1. Chaos generating spells and Psychic Focus.....	9
14.2. Kharn and Invisibility	9
15. Dark Eldar (5 th edition codex)	9
15.1. Power from Pain on models without Power from Pain.....	9
16. Eldar	9
16.1. Ghost Helm and Perils of the Warp.....	9
16.2. The Serpent Shield.....	9
17. Imperial Knights	10
17.1. Imperial Knights and Stomp.....	10
17.2. Ion Shield and attacks without an origin	10
18. Necrons	10
18.1. Command Barges	10
18.2. The Death Ray	10
19. Space Marines.....	10
19.1. Grav weapons and vehicle cover saves	10
19.2. Grav weapons and multiple armour saves	10
19.3. Marneus Calgar and Warlord Traits	10
19.4. Multiple Relics on the same model	10
19.5. Shrike and Infiltrate with a unit.....	10
20. Space Wolves.....	11
20.1. Multiple Relics on the same model	11
20.2. Murderfang and Furious Charge	11
20.3. Thunderwolves and Strength bonuses	11

21. Tau Empire.....	11
21.1. Battlesuits with multiple of the same weapon	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.

Mattias Englund - Katarsis
Pär Hylander - Hylander
Per Stureson – LillePer
Thomas Christiansen - Ancalagon
Daniel Tavast – imp
Rikard Tröger – DhettNeck
Peter Alsén – Flogger
Magnus Elmquist - Mag-El
Samuel Bergström – SamuelB
Magnus Nilsson - Fenris

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. Movement

1.1. 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.

1.2. 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.

2. Psykers and Psychic Powers

2.1. 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.

2.2. 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]

2.3. 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.

2.4. 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.

2.5. 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.

2.6. 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]

3. Shooting

3.1. 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.

3.2. Blasts and Ruins

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

3.3. 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).

3.4. 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.

3.5. 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. Assault

4.1. 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.

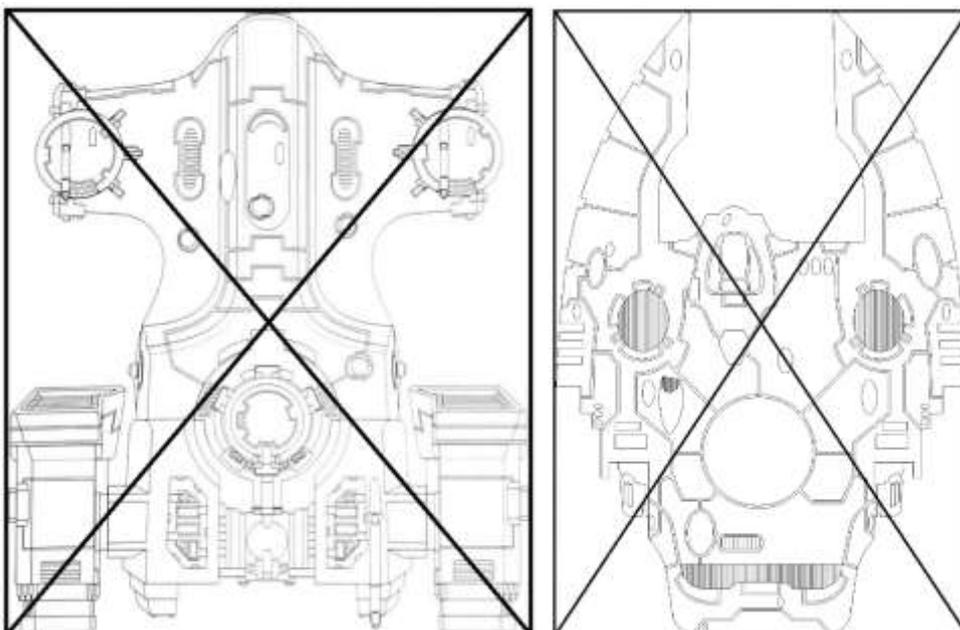
4.2. Overwatch and multiple weapons

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

5. Vehicles

5.1. 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:



5.2. 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.

5.3. 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.

5.4. Firing Points

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

5.5. Flyers and Scoring

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

5.6. Super-heavy Walkers and difficult terrain

Super-heavy Walkers obeys the same rules for moving in Difficult Terrain as normal Walkers, and can therefore move a maximum of 6" in Difficult Terrain. [RAW]

~~5.7. 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.~~

6. Weapons and Wargear

6.1. 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.

6.2. 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.

7. Choosing your army

7.1. 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]

7.2. 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.

8. Special Rules

8.1. Preferred Enemy and Gets Hot Blasts

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

8.2. Intercept and multiple weapons

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

8.3. 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]

8.4. 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]

8.5. 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]

9. Missions

9.1. 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.

10. Fortifications

10.1. Void Shield Generator and cover saves

The projected Void Shield cannot receive a Cover save.

10.2. Void Shield Generator and weapons that affects vehicles

Weapons that affects vehicles in a special way (Melta-weapons, Haywire, Ordnance, and so on) affects the projected Void Shield in the same way.

Codex

11. Astra Militarum

11.1. 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.

12. Blood Angels

12.1. Corbulo's Far-Seeing Eye

Corbulo's Far-Seeing Eye ability may be used when Corbulo is not on the table, but not when he has died.

13. Chaos Daemons

13.1. 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.

13.2. Kairos Fateweaver and Daemonology

Kairos Fateweaver may not roll on the Daemonology Psychic Power table.

13.3. 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.

14. Chaos Space Marines

14.1. 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.

14.2. Kharn and Invisibility

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

15. Dark Eldar (5th edition codex)

15.1. Power from Pain on models without Power from Pain

A model without the Power from Pain Special Rule may not benefit from any of its effects.

15.2. 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".

16. Eldar

16.1. 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]

16.2. 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.

17. Imperial Knights

17.1. Imperial Knights and Stomp

Imperial Knights follows the rules for Stomp from the main rulebook. [rules change]

17.2. 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.

18. Necrons

18.1. Command Barges

A Necron Overlord on a Command Barge loses its Independent Character status. [typo]

The effects of Sempiternal Weave and Phase Shifter only applies to the Necron Overlord, not to the Command Barge.

A Command Barge Sweep Attack may be performed on a Zooming or Swooping model. [RAW]

18.2. The Death Ray

The Death Ray cannot harm units in Close Combat. [rules change]

The Death Ray may shoot unhindered at units under the effect of the Invisibility Psychic Power. [RAW]

A unit cannot declare a Jink against a hit from a Death Ray. It can however attempt a Jink save if it has declared a Jink earlier in the same Phase. [RAW]

A Doom Scythe cannot fire its Death Ray if it has declared a Jink.

A Death Ray may only hurt models within 45 degrees, just as any other hull mounted weapon.

18.3. 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]

19. Space Marines

19.1. Grav weapons and vehicle cover saves

Cover saves may be taken by vehicles against Grav weapons.

19.2. 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.

19.3. Marneus Calgar and Warlord Traits

Marneus Calgar must roll on the Space Marine Warlord Traits table.

19.4. Multiple Relics on the same model

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

19.5. 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]

20. Space Wolves

20.1. Multiple Relics on the same model

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

20.2. Murderfang and Furious Charge

Murderfang gets Strength 8 on his Murderclaw attacks due to Furious Charge. [rules change]

20.3. 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.

21. Tau Empire

21.1. Battlesuits with multiple of the same weapon

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

21.2. 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.