

WARHAMMER 40,000 RULEBOOK

Official Update Version 1.5

Although we strive to ensure that our rulebooks are perfect, sometimes mistakes do creep in. When such issues arise, we feel that it is important to deal with them as promptly as we can, and we therefore produce regular updates for all of our rulebooks. When changes are made, the version number will be updated, and any changes from the previous version will be highlighted in **Magenta**. Where a version number has a letter, E.g. 1.1a, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Each update is split into three sections: Errata, Amendments, and 'Frequently Asked Questions'. The Errata corrects any mistakes in the codex, while the Amendments bring the rulebook up to date with the latest version of the rules. The Frequently Asked Questions (or 'FAQ') section answers commonly asked questions about the rules. Although you can mark corrections directly in your rulebook, this is by no means necessary – just keep a copy of the update with your rulebook.

ERRATA

Page 2 – Modifiers

Change the last sentence to “A model’s Initiative cannot be modified below 1, and no other characteristic can be modified below 0”.

Page 15 – Shooting Phase, Mixed Saves

Change subheader to “Mixed Saves and Characters”.
Change the first sentence to read “If the target unit contains several different saving throws, or at least one character...”

Page 16 – Shooting Phase, Look Out, Sir

Delete “(or unsaved Wounds)” from the first paragraph.

Page 16 – Shooting Phase, Look Out, Sir

Change the second sentence of the second bullet point to: “Determine which model in the unit is closest to the character, and resolve the Wound against that model instead.”

Page 17 – Invulnerable Saves

Change the second paragraph to “Invulnerable saves are different to armour saves because they may always be taken whenever the model suffers a Wound or, in the case of vehicles, suffers a penetrating or glancing hit – the Armour Piercing value of attacking weapons has no effect upon an Invulnerable save. Even if a Wound, penetrating hit or glancing hit ignores all armour saves, an invulnerable save can still be taken”.

Page 22 – Charge Move, Charging Through Difficult Terrain.

Change the first sentence to read “If, when charging, one or more models have to move through difficult terrain in order to reach the enemy by the shortest possible route, the unit must make a Difficult Terrain test (see page 90).”

Page 22 – Fight Sub-phase, Initiative Steps.

Change the bolded text to read “**Work your way through the Initiative values of the models in the combat, starting with the highest and ending with the lowest.**”

Page 26 – Assault phase, Look Out, Sir

Change the fourth sentence of the first paragraph to: “Determine which model in the unit is closest to the character, and resolve the Wound against that model instead.”

Page 28 – Multiple Combats, Charging Through Difficult Terrain.

Change the sentence to read “If all of the enemy units charged were already locked in combat from a previous turn or had gone to ground, the Initiative penalty for charging through difficult terrain does not apply, as the enemy warriors are not set to receive the charge, and the unit charging through difficult terrain fights at its normal Initiative.”

Page 33 – Blast & Large Blast, Line of Sight

Add to the end of the final paragraph: “Remember to keep the wounds inflicted by weapons with the Blast special rule in their own wound pool, and that wounds from this pool can be allocated to the closest model in the target unit even if it is out of sight of any models from the attacking unit”.

Page 34 – Special Rules, Blind

Add “Furthermore, any model that does not have an Initiative characteristic (for example non-walker Vehicles, Fortifications etc) are unaffected by this special rule.”...after the last sentence.

Page 35 – Special Rules, Feel No Pain.

Add the following paragraph “If one or more models in a unit have the Feel No Pain special rule then the Mixed Saves method of Wound allocation should always be used for allocating Wounds and removing casualties from that unit; Feel No Pain rolls should be individually made after each failed save.”

Page 36 – Special Rules, Deep Strike.

Change the first sentence of the third paragraph to read “Some units must arrive by Deep Strike.”

Page 42 – Split Fire

Change the last sentence to “Once this shooting attack has been resolved, resolve the shooting attacks made by the rest of the unit. These must be at a different target and may not be a unit forced to disembark from any Transport that has been Wrecked or suffered an Explodes! result due to the Split Firing unit’s initial shooting attack.”

Page 43 – Special Rules, Vector Strike.

Change the second paragraph to read “When Swooping, this model may savage its prey. At the end of the Movement Phase, nominate one unengaged enemy unit the model has moved over that turn. This unit may even be an enemy Flyer. That unit takes D3+1 hits, resolved at the model’s unmodified Strength and AP3, using Random Allocation. Against vehicles, these hits are resolved against the target’s side armour. No cover saves are allowed against these hits.”

Page 45 – Bikes & Jetbikes, Special Rules.

Add ‘Very Bulky’ to the list of special rules for Bikes and Jetbikes.

Page 49 – Flying Monstrous Creatures, Swooping.

Add the following bullet point:

- Models that physically fit under a Swooping Flying Monstrous Creature can move beneath it. Likewise, a Swooping Flying Monstrous Creature can end its move over such models. However, when moving this way, enemy models must still remain 1" away from the base of the Swooping Flying Monstrous Creature, and the Swooping Flying Monstrous Creature cannot end its move with its base within 1" of other enemy models.’

Page 49 – Flying Monstrous Creatures, Grounded Tests.

Change the second sentence of the third paragraph to read “A Grounded Flying Monstrous Creature is treated as if it is in Glide mode with immediate effect, and can therefore be targeted normally and charged in the following Assault phase. Furthermore, the model automatically loses the Jink special rule (if it had it), but can otherwise revert to Swoop mode again in its next turn.”

Page 61 – Assault Grenades, Assault.

Change the sentence to read “Models equipped with assault grenades don’t suffer the penalty to their Initiative for charging enemies through difficult terrain.”

Page 62 – Plasma Grenades, Assault.

Change the sentence to read “Models equipped with plasma grenades don’t suffer the penalty to their Initiative for charging enemies through difficult terrain.”

Page 71 – Vehicles, Difficult and Dangerous Terrain.

Change the final sentence to “A vehicle that fails a Dangerous Terrain test immediately suffers an Immobilised result from the Vehicle Damage table, including losing one Hull Point”.

Page 76 – Vehicles, Leadership and Morale.

Change the section in bold to “Therefore, vehicles never take Morale checks or Leadership tests for any reason”.

Page 80 – Flyers, Zoom.

Change the fourth sentence to read “**If a Flyer Zooms, it has a Combat Speed of 18" and a Cruising Speed of up to 36".**”

Page 80 – Flyers, Zoom.

Change the fifth sentence to read “However, as a certain amount of forward thrust is required for the vehicle to stay in the air, a Zooming Flyer **can never voluntarily move less than 18" in its own Movement phase.**”

Page 80 – Transports, Transports and Assaults.

Change the first sentence to read “If a Transport vehicle is assaulted, an embarked unit can fire Overwatch at the attackers out of its Fire Points – note that a unit may still only fire Overwatch once in a turn, even if it is embarked on a Transport.”

Page 80 – Flyers, Aerial Support

After the first sentence, add: “Note that special rules that allow an owning player to move one or more of their units into or out of Reserves after deployment but before the game begins (for example the C’Tan Shard Power ‘Grand Illusion’) cannot be used to move a Flyer out of Reserves.”

Page 81 – Hover ‘Type’

Change the first sentence of the second paragraph to “A Flyer with the Hover type must declare whether it is going to Zoom or Hover before it moves, and before any embarked models disembark, each Movement phase.”

Page 83 – Skimmers, Special Rules.

Change this sentence to “Skimmers that are not also Heavy Vehicles have the Jink special rule”.

Page 102 – Forest, Jungles & Woods, Brainleaf Fronds.

Change the first sentence of the second paragraph to read “If a non-vehicle unit is at least partially in a brainleaf frond forest at the start of its Shooting phase, it must take a Leadership test on 3D6 (even if locked in combat).”

Page 105 – Battlefield Debris, Gun Emplacement

Change the first sentence of the second paragraph to “One non-vehicle model in base contact with the gun emplacement can fire it instead of his own weapon, following the normal rules for shooting. Note that the model counts as stationary for these purposes”.

Page 112 – Allies of Convenience

Change the second paragraph to read “Units in your army treat Allies of Convenience as enemy units that cannot be charged, shot, targeted with psychic powers or have templates or blast markers placed over them. However, if a psychic power, scattering Blast weapon or other ability that affects an area hits some of these Allies of Convenience, they will be affected along with any friendly or enemy units. Note that Allies of Convenience units are treated as ‘friendly units’ for the purpose of controlling and denying Objectives, and for the purpose of pile-in moves in Close Combat. This means that, for example...etc”

Page 115 – Fortifications, Skyshield Landing Pad.

Ignore the reference to Access Points & Fire Points.

Page 131 – The Relic, Dropping the Relic

Change the second sentence of the first paragraph to “If the model falls back, the Relic is dropped automatically before the model performs its Fall Back move. If the model is removed as a casualty, or is in any other way removed from the table – whether voluntarily or otherwise – the Relic is dropped automatically and placed within 1” of the spot where the model last was before it left the table. Note that embarking onto a Transport is an exception to this, as detailed below.”

Reference Section – *Codex: Blood Angels* – Vehicles.

Change the Death Company Dreadnought’s Attacks value (A) to read “3(4)”.

Change the Furioso Dreadnought’s Attacks Value (A) to read “2(3)”.

Reference Section – Profile, *Codex: Grey Knights*, Paladins.

Change unit type to Infantry.

Reference Section – Profile, *Codex: Space Wolves*, Wolf Guard.

Change unit type to Infantry.

Reference Section – Profile, *Codex: Orks*, Nob.

Change unit type to Infantry and add the following Designer’s Note:

Reference Section – Profile, *Codex: Orks*, Warbiker Nob.

Change unit type to Bike

Reference Section – Profiles.

Add the following Designer’s Note:

Designers Note: Wolf Guard, Nobz, Nobz Warbikers, and Crisis Shas’v're that lead a unit (for example an Ork Nob leading Ork Boyz, a Wolf Guard leading Grey Hunters) have (Character) added to their unit type.

Reference Section – Profiles, *Codex: Tyranids*.

Add the following profiles to the Tyranids section:

Model	WS	BS	S	T	W	I	A	Ld	Sv	Type
Trygon Prime	5	3	6	6	6	4	6	10	3+	Mc(ch)
Tyranid Prime	6	4	5	5	3	5	4	10	3+	In(ch)

Reference Section – Telepathy, *Dominare*.

Change the first sentence of the second paragraph to read “*Dominare* is a **malediction** that targets a single non-vehicle enemy unit within 24”.”

Reference Section – The Game Summary, Transport Vehicles and Their Passengers, Explodes (Other Effects).

Change the entry to read “The unit takes a number of Strength 4 AP – hits equal to the number of models in the unit. Surviving passengers are placed where the vehicle used to be and must take a Pinning test.”

Reference Section – The Game Summary, Assault Phase, Jump units (using their jump packs), Effects of Difficult Terrain.

Change the entry to read “2D6”; may re-roll both dice and must take a Dangerous Terrain test if they start or end their charge move in difficult terrain.”

AMENDMENTS

Reference Section – Profile, Codex: Space Marines – Vehicles, Stormtalon Gunship.
Change unit type to Vehicle (Flyer, Hover).

FAQs

Q: Can models move through other friendly models? (p10)

A: No. Models that are an exception to this rule, such as Jump Infantry or Jetbikes, will state this clearly in their rules.

*Q: When making **Snap Shots**, do weapons with a special rule or effect that only applies on To Hit rolls of a 6 retain these abilities? For example Necron Tesla weapons? (p13)*

A: Yes.

*Q: Does a weapon that hits automatically, still hit automatically when making a **Snap Shot**? (p13)*

A: Yes.

*Q: Can the BS1 of a **Snap Shot** ever be modified by special rules that modify the BS of a model's Shooting attack (such as Space Marine Signums or Sergeant Telion's Voice of Experience)? (p13)*

A: No.

*Q: Can psychic shooting attacks be fired as **Snap Shots** (assuming that the Psyker has enough Warp Charge available and requires a roll to hit)? (p13)*

A: Yes, but only in your own Shooting phase. This means that psychic shooting attacks cannot be made when firing Overwatch.

*Q: Can I choose to make a **Snap Shot** rather than a normal shot? (p13)*

A: No.

*Q: What happens if a model with BS0 takes a **Snap Shot**? Do they count as having a BS of 1? (13)*

A: Models with BS 0 cannot make any form of Shooting attack – see the rules for zero-level characteristics on page 3

*Q: How do **maelstroms**, **novas** and **beams** – or indeed any weapon that doesn't need to roll To Hit or hits automatically – interact with **Zooming Flyers** and **Swooping Flying Monstrous Creatures**? (p13)*

A: Only Snap Shots can hit Zooming Flyers and Swooping Flying Monstrous Creatures. Therefore, any attacks that use blast markers, templates, create a line of/area of effect or otherwise don't roll to hit cannot target them. This includes weapons such as the Necron Doom Scythe's death ray or the Deathstrike missile of the Imperial Guard, and psychic powers that follow the rule for **maelstroms**, **beams**, and

novas.

*Q: If a model is 'removed from play' due to such effects as failing their Initiative test against **Jaws of the World Wolf**; does this count as being removed as a casualty? (p15)*

A: Yes.

*Q: When are effects from non-direct-damage dealing **witchfire** psychic powers (such as **Puppet Master**) applied if the casting model is part of a unit that is firing in the same Shooting phase? (p15)*

A: The firing player gets to choose the order in which the psychic power and shooting attacks are resolved.

*Q: Does the shooting player choose the order in which Wounds are assigned with different weapons during the **Take Saving Throws step** of the Shooting phase? (p15)*

A: Yes – see the rules for resolving Mixed Wounds.

*Q: A Terminators unit (all with 2+ Armour Saves and 5+ invulnerable saves, but out in the open) is wounded by a unit with weapons that would subject them to **'mixed wounds'** – two Wounds at AP4 and two Wounds at AP2. Is the Terminator unit a 'same save' or 'mixed save' unit since the saves the unit takes vary depending on the Wound assignment? (p15)*

A: Follow the rules for resolving Mixed Wounds on page 15. In the example above, the player would need to make two 2+ armour saving throws and two 5+ invulnerable saves. The shooting player chooses the order in which these saves are made (which could make a difference if one or more of the Terminators were equipped with storm shields or had a better invulnerable save).

*Q: When making a **Shooting attack** against a unit, can Wounds from the Wound Pool be allocated to models that were not within range any of the shooting models when To Hit rolls were made (i.e. half the targeted model are in the shooting models' range, and half are not)? (p15)*

A: No.

*Q: Can a character make a **Look out, Sir** attempt to pass a Wound from an overheating Gets Hot weapon onto another member of his squad? (p16)*

A: No.

Q: Can I charge an enemy unit that I can't hurt? (p20)

A: Yes.

*Q: Can you use a **witchfire** power when resolving Overwatch? (p21)*

A: No.

*Q: Do models that ignore **difficult terrain** when moving or charging still fight at Initiative step 1 if they charge through difficult terrain? (p22)*

A: Yes.

*Q: If a model has a special rule or ability that allows it to **re-roll** one or more of its dice when determining **charge distance** (for example **Fleet**), and that model charges through difficult terrain, does it roll three dice, re-roll any desired, then remove the highest roll? (p22)*

A: Yes.

*Q: Do you get to **Pile In** twice in Fight sub-phase if you fight at two different Initiatives (i.e. a Techmarine with servo-harness)? (p22/23)*

A: No. You Pile In once, at your highest Initiative step.

*Q: Does a model with an **Unwieldy** weapon **Pile In** at its normal Initiative step and then fight at Initiative step 1? (p22/23)*

A: No – it Piles In and fights at Initiative step 1.

*Q: Two of my units are involved in a multiple combat against an enemy unit that has been reduced to a single character. If that character is currently fighting in a **challenge** with a character from one of my two units, is it possible for my unengaged unit to consolidate and leave the combat? (p27)*

A: No, though they do count for Moral Support re-rolls.

*Q: In a **multiple combat**, if one of the two enemy units is wiped out, are any excess unsaved Wounds transferred to the second unit? (p28)*

A: No.

*Q: In a **multiple combat**, if one of the two enemy units is wiped out, are any excess unsaved Wounds counted when determining assault results? (p28)*

A: No.

*Q: If a unit fails their test to **Regroup** when assaulted, do the models in the charging unit still make their charge move? (p31)*

A: Yes.

*Q: Do Transports with the **Assault Vehicle** special rule permit their passengers to charge on the turn they arrive from **Reserve**? (p33)*

A: No.

*Q: Can **blast markers** hit a model that is not in the attacker's line of sight if they do NOT scatter? (p33)*

A: Yes, as long as the target enemy model for the blast weapon is within the firer's line of sight.

*Q: In a **multiple barrage**, do you determine all of the hits and all of the Wounds separately for each blast, or do you resolve all of blasts in one go? (p34)*

A: Work out the total number of models hit by each template, then proceed to allocate Wounds and remove casualties as normal for the models hit by each separate template.

*Q: If a unit has the **Fearless** special rule applied to them while they have **Gone to Ground**, are the effects of Go to Ground immediately cancelled (for example, if this were to occur at the start of their turn could those units then move, shoot etc. as normal in the appropriate phases?) (p35)*

A: Yes.

*Q: Can the **Feel No Pain** special rule be used to resist a Wound suffered from the **Perils of the Warp**? (p35)*

A: Yes.

*Q: Can **Feel No Pain** rolls be made against unsaved Wounds inflicted by weapons that have the **Instant Death** special rule? (p35)*

A: No.

*Q: If a model has the **Eternal Warrior** and **Feel No Pain** special rules, can it still make Feel No Pain rolls against Wounds that inflict Instant Death (Eternal Warrior states that the model is immune to the effects of Instant Death, after all)? (p35)*

A: No.

*Q: In assault, what comes first – **Feel No Pain** rolls or the roll to activate a **Force weapon**? (p37)*

A: The roll to activate a Force Weapon is made before determining whether or not the victim is permitted a Feel No Pain roll.

*Q: When a model makes a **Vector Strike** or **Hammer of Wrath**, do these attacks benefit from any special rules (such as **Furious Charge**, **Poisoned** or **Rending**), or any weapons or other wargear it is equipped with? (p37/43)*

A: No.

*Q: Can a unit with both the **Infiltrate** and **Scout** special rules deploy as Infiltrators and then make a Scout redeployment before the game begins? (p38)*

A: Yes.

*Q: The rulebook states "A unit that makes a Scout redeployment cannot charge in the first turn." Does this mean that if your opponent has the first turn and you go second, your **Scouting unit** can charge? (p41)*

A: Yes.

*Q: If an attack with the **Rending** special rule rolls a 6 for their **Armour Penetration** roll against a vehicle and subsequently scores a Penetrating Hit, does that hit count as being AP2 as it would if the attack rolled a 6 To Wound? (p41)*

A: No.

*Q: The rulebook says that you halve your Attacks characteristic if you perform a **Smash** attack. However, if a Monstrous Creature has an uneven number of Attacks, (3 for example), but has charged that turn, does it receive the bonus Attack for charging before or after halving its Attacks? (p42)*

A: You halve the model's Attacks characteristic first, then apply any additional modifiers. In the example above, the model would halve its Attacks first (rounding up to 2), then receive a bonus Attack for charging.

*Q: Can a **Vector Strike** be made against Swooping Flying Monstrous Creatures? (p43)*

A: Yes.

*Q: If a base of models with the **Swarms** special rule suffers a Wound from a Blast, Large Blast or Template weapon that would cause it to suffer Instant Death, does the fact that Wound is doubled to two Wounds mean that two bases should be removed instead of one? (p43)*

A: No

Q: Can Bikes / Jetbikes make a Turbo-Boost move, or vehicles move Flat Out, on a turn that they arrive from Deep Strike? (p45)

A: Yes.

*Q: Flyers are entitled to choose whether or not to use the **Skyfire** special rule at the start of each Shooting phase. Can **Swooping Flying Monstrous Creatures** also do this? (p49)*

A: Yes.

*Q: Can a vehicle **Tank Shock** a **Swooping Flying Monstrous Creature**? (p49)*

A: No. If a Swooping Flying Monstrous Creature would end up underneath the Tank Shocking vehicle when it reaches its final position, move it by shortest distance so that it is 1" away from the vehicle.

*Q: Are models free to move underneath a **Swooping Flying Monstrous Creature**? (p49)*

A: Yes, though enemy models must finish their move at least 1" away from the Flying Monstrous Creature's base.

*Q: Does a **Flying Monstrous Creature** that arrives via **Deep Strike** count as arriving in Swoop mode? (p49)*

A: Yes.

*Q: Can a **Swooping Flying Monstrous Creature** make a **Vector Strike** against a **Zooming Flyer**? (p49)*

A: Yes.

*Q: Do you have to take a **Grounded test** for a **Swooping Flying Monstrous Creature** that has only been hit, or for one that has suffered a Wound? (p49)*

A: For a Flying Monstrous Creature that has been hit.

*Q: Do hits by items of wargear that cause hits but do not inflict damage, require a **Swooping Flying Monstrous Creature** to take a **Grounded test**. (p49)*

A: Yes.

*Q: Can a **Flyer** or **Flying Monstrous Creature** Leave Combat Airspace on the same turn that it entered play from Reserves/Ongoing Reserves? (p49/81)*

A: No – the owning player must deploy and move their Flyer or Flying Monstrous Creature in such a way that this does not happen.

*Q: Does the **Gunslinger** special rule imparted by a model having two pistols permit that model to manifest two separate **Witchfire** powers? (p52)*

A: No.

*Q: If a melee weapon **ignores armour saves**, such as a Tyranid bonesword or Captain Tycho's Dead Man's Hand, is it treated as an unusual power weapon and therefore AP3? (p61)*

A: No – it ignores armour saves completely.

*Q: Melta bombs, plasma and krak grenades can all be used in against **Monstrous Creatures** in the Assault phase. Does this include **Flying Monstrous Creatures**? (p62)*

A: Yes, providing they are in Glide mode.

*Q: If a model with **Defensive Grenades** is part of or joins a unit who do not have **Defensive Grenades**, for example a Grey Knight Grand Master with blind grenades, does the unit they join benefit from the effects of their **Defensive Grenades**? (p62)*

A: Yes.

*Q: Do models classified as unique count as **characters**? (p63)*

A: Yes, but not in the case of vehicles (with the exception of Bjorn the Fell-handed).

*Q: Do **Precision Shots** have to be allocated against models in the character's **line of sight**? (p63)*

A: Yes.

*Q: Do models in a multiple Toughness value unit who are involved in a **Challenge** still use the majority Toughness of their*

unit? (p64)

A: No, they use their own Toughness value.

Q: Can Wounds caused by a character in a **challenge** only be allocated to the opposing character in the challenge? (p64)

A: Yes.

Q: If you slay an opponent in a **challenge**, can any excess Wounds be allocated to other models in the same unit? (p64)

A: No.

Q: **Challenges** are described in the rulebook as being resolved at the same time as the rest of the combat. However, in the summary on page 429 it implies that challenges are resolved separately from the rest of the combat. Which is it? (p64)

A: Challenges are fought at the same Initiative step as the rest of the combat they're involved in, but make no Pile In moves as they are already in base contact with their opponent.

Q: If a character is removed from play as a casualty after fighting a **challenge**, are any excess unsaved Wounds counted when determining assault results? (p65)

A: No – only the Wounds actually suffered in the challenge count.

Q: **Blessings** are manifested 'at the start of the Psyker's Movement phase' – does this mean they happen simultaneously with Reserves rolls, Outflanking rolls etc and if so which is resolved first? (p68)

A: They do occur simultaneously – as such, the player whose turn it is decides in what order these things occur as per page 9 of the *Warhammer 40,000* rulebook.

Q: Can vehicles be targeted by **malediction** psychic powers? (p68)

A: Yes, but some **malediction** powers (such as *Hallucination*) have no effect on vehicles.

Q: If the **Blood Lance** or **Jaws of the World Wolf** psychic power (or any **beam** power for that matter) passes through more than one enemy unit, does my opponent get to make a **Deny the Witch** roll for each unit affected? (p69)

A: No. The first unit affected by the psychic power can attempt to Deny the Witch, but if that test is failed, every enemy unit is affected as normal.

Q: If a Psyker uses a **beam** power on an Infantry unit in front of him and the beam proceeds to pass over the base of a **Zooming Flyer** or **Swooping Flying Monstrous Creature**, is it also hit by the attack? (p69)

A: No.

Q: Can a vehicle that has moved at **Cruising Speed** still fire an **Ordnance** weapon? (p71)

A: Yes, providing that the vehicle is not Snap Firing.

Q: If a vehicle suffers the effects of a Crew Shaken, Crew Stunned, Weapon Destroyed or Immobilised result from the Vehicle Damage table, does this automatically mean that it loses a Hull Point? (p74)

A: No, unless it specifically suffers a Glancing or Penetrating hit, or some other effect that specifies that a Hull Point is lost.

Q: If the vehicle or vehicles being assaulted have all suffered either **Wrecked** or **Explodes** results, does the assaulting enemy get to make **Sweeping Advances**, **Pile Ins** or **Consolidate moves**? (p76)

A: No.

Q: Can **psychic powers** or other effects that cause a Leadership test, for example the Tyranids' Psychic Scream, **affect vehicles** or units embarked upon transports? (p76 / p78)

A: No.

Q: If one or more members of a **vehicle squadron** is abandoned, will it then be worth a separate Victory Point from the rest of its original squadron? (p77)

A: Yes.

Q: If a Transport vehicle has a unit embarked upon it, and that unit makes a shooting attack, can the vehicle then move Flat Out in the same Shooting phase? (p78)

A: No.

Q: Do embarked passengers with '**area of effect**' wargear, such as the Big Mek's Kustom Force Field, measure the range of such items from the hull of the transport they are embarked upon? (p78)

A: Yes.

Q: Can **Psykers** use a Transport's **Fire Point**(s) to manifest powers that require line of sight whilst still embarked? (p78)

A: No. Note, however, that **witchfire** powers specifically allow you to do so and are the one exception to this rule.

Q: If passengers disembark from a **Transport** that has suffered a **Shaken** or **Stunned** result, do they still suffer these effects in their next Shooting phase? (p80)

A: Yes.

Q: Can a model with the ability to repair Hull Points or Immobilised/Weapon Destroyed results from the Vehicle Damage Table use this ability on Zooming Flyers? (p80)

A: No, unless they are embarked upon the Zooming Flyer while attempting the repair.

*Q: If a **fortification** you are in is charged, are your units occupying it allowed to make **Overwatch** shots against the assaulters from any Fire Points in the same manner as an occupied Transport? (p80/97)*

A: Yes. Note, however, that models defending a fortification's battlements may not fire Overwatch in this situation, as they do not count as embarked inside the fortification.

*Q: If a unit disembarks from a **destroyed vehicle** during the enemy turn, can it **Charge** in the Assault phase of its own turn? (p80)*

A: No, unless the vehicle in question was an Assault Vehicle.

*Q: Can **Flyers** in **Hover** mode still choose to use the **Skyfire** special rule? (p81)*

A: No.

*Q: If a Flyer (Hover) suffers **Locked Velocity** from an Immobilised result whilst Zooming, can it opt to switch to **Hover** mode? (p81)*

A: No.

*Q: Can units embarked on a **Flyer (Transport)** make use of any special disembarkation rules for their passengers (such as Skies of Blood or Grav Chute Insertion) if the vehicle has suffered a **Crew Shaken/Stunned** or **Locked Velocity**? (p81)*

A: Yes.

*Q: Flyers normally have to start in reserve, but can a **Flyer (Hover)** choose to begin the game in Hover mode and deploy with the rest of the army? (p81)*

A: No.

*Q: If a Flyer suffers **Locked Velocity** and was moving at Cruising Speed (18"–36"), what speed is its velocity actually locked at? (p81)*

A: 36".

*Q: Can the rider of a **Chariot** that is also a Skimmer make **Sweep Attacks** against Zooming Flyers or Swooping Flying Monstrous Creatures? (p82).*

A: No.

Q: Can models engaged in close combat with a Chariot and its rider chose to direct their attacks against the Chariot instead of the rider? (p82)

A: Yes.

*Q: If a **Chariot** is in combat with an enemy unit, can models from that unit direct attacks against the chariot itself? (p82)*

A: Yes.

*Q: If a **Chariot** is Wrecked or suffers an Explodes! result in close combat, does the rider remain locked in combat with the unit they were fighting? (p82)*

A: No, they perform an Emergency Disembarkation.

Q: A model that deploys by Deep Strike is considered to have moved in its previous Movement phase – in the case of vehicles, they are considered to have moved at Cruising Speed. Yet a Heavy Vehicle always counts as having remained Stationary for the purposes of determining which weapons it can fire (and at what Ballistic Skill). Which takes precedence when a Heavy Vehicle deploys by Deep Strike? (p83)

A: Heavy Vehicle takes precedence.

*Q: Can a unit deploy onto **battlements** by Deep Strike? (p95)*

A: A unit may attempt to Deep Strike onto battlements; however, if after determining scatter, the entire unit cannot deploy onto the battlements (for example if several models would land on the battlements and others would have to land on the ground next to the building, and thus out of coherency) then the unit must roll on the Deep Strike Mishap Table.

*Q: Does a Bastion have **battlements**? (p95)*

A: Yes – see the rules for Fortifications, Fire Points and Armour Values on page 97.

*Q: If so, do **battlements** count as a separate building, or is the bastion a multi-part building? (p95)*

A: Battlements are treated as being separate from the building itself, simply acting as cover for any models on top of the building in question – see the rules for battlements on page 95.

*Q: What is the armour value of **battlements**? (p95)*

A: Battlements have no armour value as they are not a building. They serve to protect any models on the roof of the building in the same way as barricades and walls (see page 104), offering a 4+ cover save.

*Q: Can units disembark from the **battlements**? (p95)*

A: Yes. Follow the same rules for embarking into the building interior to disembark from the battlements. Alternatively, you could choose to leap down using the rules on page 95.

*Q: Are models firing **emplaced weapons** from a building or Fortification considered to be occupying a space at a fire point*

on that building or Fortification? (p 96)

A: No.

Q: Can a fortification's emplaced weapons split their fire between different targets? (p96)

A: If a Fortification's weapons are using manual fire, their firers must target the same unit (unless the firing unit has the Split Fire special rule). If a Fortification's weapons use automated fire, each weapon must target the nearest enemy unit within range and line of sight. This may result in the same Fortification targeting more than one enemy unit in the same Shooting phase.

Q: Some units have rules that mean their selection permits other units from that detachment to be selected as if they belonged to different parts of their Codex army list (Heavy Support choices chosen as Troops for example). If such a permissive unit is killed, do these rules immediately cease to apply (e.g. units chosen as Troops that were not Troops originally cease to count as such and so cannot be Scoring units, or worse become illegal units due to excess choices from one or more sections of the army list)? (p109)

A: No.

Q: Does the Initiative 10 imposed by the **Timeflow Stabiliser** take precedence over other set value modifiers such as Necron Whip Coils? (p106)

A: No, randomly determine which effect takes precedence each turn.

Q: If your Warlord's Warlord Trait confers a specific ability to a unit or units in your army, is this ability always immediately lost when the Warlord is killed? (p111)

A: Yes. Further, if the Warlord Trait conferred a special rule that allows an unusual method of deployment from Reserves (such as conferring Infiltrate to allow a unit to Outflank) that special rule is immediately lost and the unit must deploy from Reserves in the normal fashion.

Q: If a model is listed as possessing a specific Warlord Trait in his Bestiary / Army List entries, do the effects of that Warlord Trait apply if the model is not nominated as your Warlord? (p111)

A: No.

Q: Can models from an **Allied Detachment** that have the ability to **repair Hull Points** or **Immobilised/Weapon Destroyed** results from the Vehicle Damage Table use this ability on Allied vehicles? (p112)

A: No.

Q: Do attacks, wargear and special rules that automatically affect enemy units, such as Imotekh's 'Lord of the Storm' special

rule, affect Allies of Convenience? (p112).

A: Yes.

Q: Can occupied Fortifications fire **Overwatch** from their **emplaced weapons**? (p114)

A: No.

Q: Can you deploy the **Aegis Defence Line** sections in two or more groups of two or more sections apiece (this way, they will still be in base contact with at least one other section)? (p114)

A: No – the Aegis defence line sections must be deployed in an unbroken chain, though they can be connected end-to-end such as in the example shown on page 114.

Q: Can fortifications make **Deny the Witch** rolls? (p114)

A: No.

Q: Can you shoot at a **gun emplacement** attached to an **Aegis defence line**? (p114)

A: Yes – see page 105 for a gun emplacement's profile.

Q: Can you shoot at a **gun emplacement** on a **Bastion's** roof? (p116)

A: Yes – see page 105 for a gun emplacement's profile. It can also be destroyed by certain results on the Building Damage Table.

Q: Can a unit occupying a **Bastion** manually fire a **gun emplacement** (eg. quad gun) on the Bastion's roof? (p116)

A: No – a model must be in base contact to manually fire a gun emplacement, therefore the unit must be on the Bastion's roof.

Q: If two players have special rules or effects that occur at exactly the same time before the game begins, in what order are these effects resolved? (p120)

A: In this instance, both effects occur simultaneously – therefore simply roll a dice for which effect occurs first as per 'The Most Important Rule' on page 4 of the Warhammer 40,000 Rulebook.

Q: Can **Objective markers** be placed on the upper floors of ruins and similar terrain? (p121)

A: Yes, but not a fortification.

Q: If you leave combat airspace with all of your **Flyers** and have no other models on the gaming board at the beginning of your opponent's turn, do you automatically lose the game? (p122)

A: Yes.

Q: If all of my units are either **Flyers** or embarked upon Flyers,

will I automatically lose the game as there are none of my models on the gaming board at the end of Turn 1? (p122)

A: Yes.

Q: To score a Victory Point for achieving the **Linebreaker** Secondary Objective, you must have at least one model from one or more scoring or denial units within the enemy's deployment zone. Does such a model have to be completely within the enemy's deployment zone, or do they still count if they are only partially within? (p122)

A: The base of the model in question must be wholly within the enemy's deployment zone.

Q: In the Victory Conditions section, it states that if, at the end of any game turn, a player has no models on the battlefield, his opponent automatically wins. Are Fortifications purchased as part of your army counted toward this? (p122)

A: No.

Q: Do units that are transported in a vehicle that MUST start in reserve count towards the number of units that can be placed in Reserves? For example, must I count the units in a Drop Pod or Valkyrie towards the 50% of units I can place in Reserves? (p124)

A: No.

Q: Do modifiers that apply to such things as Reserve rolls, apply to units from an allied detachment? (p124)

A: No.

Q: Which missile launchers have access to flakk missiles? (p57/415)

A: Only those that specifically have an option to take them as an upgrade in their army list.

Q: Land Speeder Storms, Stormraven Gunships and Stormtalon Gunships are all listed as Space Marine vehicles in the Reference section. Does this mean that every Space Marine Chapter now has access to these vehicles as well (i.e. Space Wolves, Blood Angels, Grey Knights etc.)? (p411)

A: No – you may only select units and vehicles that are available in the army list section of your codex.

Q: Can psychic powers be mixed and matched from the psychic disciplines and those found in the Codexes? (p418)

A: No. You may select from the psychic powers listed in the Codex as normal or swap them for a number of rolls on the psychic disciplines tables.

Q: Does the Puppet Master power allow the controlling psyker to 'pivot' an enemy Walker in order to select a target not currently in its fire arc? (p423)

A: Yes, but the model is assumed to return to its original facing when it reverts back to the owning player's control.

Q: Is an enemy model affected by the Puppet Master psychic power treated as a friendly model for the purposes of resolving its shooting attacks (so, for example, cannot target an enemy unit with a blast weapon in a manner that would also hit itself)? (p423)

A: Yes.

Q: Are the psychic powers listed in the Codexes all assumed to be Warp Charge 1? (var)

A: Yes.

Q: If a unit of models that are Psykers and armed with force weapons are affected by the You! You're a Traitor! result of the Hallucination psychic power from the Telepathy discipline, does this force them to spend warp charge points (if they have any available) and activate their force weapons for the hits they inflict upon their own unit? (Reference section).

A: Yes.

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