

## **F.R.A.G. Warhammer 40K Main Rulebook FAQ v1.02**

*This FAQ is 100% unofficial outside of F.R.A.G. approved events. It was produced using the Adepticon FAQ with changes made to what local judges found questionable. This is not a catch all, and many issues not addressed in this FAQ are addressed in official GW FAQs, which you can find on the GW website. This FAQ is a living document and is subject to revision when applicable.*

**Q: Can players convert their models in order to gain an advantage in the game? For example, making tiny models to hide behind scenery, longer barrels on their vehicles to increase the range of their weapons, etc?**

A: Players may only convert their models for aesthetic purposes. Any players, in the opinion of the Tournament organizers/judges, that have converted their models specifically to gain a gameplay advantage may be penalized up to, and including ejection from the tournament [clarification].

**Q: Can players alter the shape of their models during the game in order to gain an advantage in the game, such as lowering a ramp on a vehicle in order to gain extra disembarking distance?**

A: Besides a few noted exceptions in the rules (skimmers removing their flying bases, turrets turning, etc) players may only alter their models during the game for aesthetic purposes. For all aspects of gameplay a model must remain the same dimensions for the entirety of the game [clarification].

**Q: Can opponents inspect my army list before the game begins?**

A: In order to minimize potential cheating, in a tournament players are required to give full disclosure of their army list to their opponents, including weapons, wargear, special rules and the contents of any transport vehicles [clarification].

**Q: Can a single unit capture multiple game objectives?**

A: Unless the mission rules state otherwise, a single unit can capture and/or hold as many objectives as it is able to, based on the mission victory conditions [RAW].

**Q: Do army specific special rules affect an opponent's army, especially in the case of two players using the same type of army (For example, do Tyranid Synapse creatures provide Synapse to opposing Tyranid creatures)?**

A: Unless explicitly stated otherwise (such as in a multi-player tournament), army specific special rules apply only to models belonging to that player's particular army [clarification].

**Q: Throughout this FAQ are classifications of how weapons are mounted on vehicles, however the online GW rulebook FAQ says that weapon arcs are defined by how the weapon looks like it should be able to rotate on the model. What is the correct way to play?**

A: GW's FAQ ruling is correct: If the weapon looks like it would be able to turn to face a direction if it wasn't glued in place, then it can. In essence, the weapon mounting classifications presented in the rulebook (and referenced by this FAQ) represent the bare minimum the weapon of that type can rotate [RAW].

**Q: When models are supplied with multiple differently sized bases, are players allowed to choose which base to mount them on?**

A: Players must, to the best of their ability, mount models on the proper base size as dictated by the majority of Games Workshop hobby materials [clarification]. When in doubt, contact the tournament organizer for a ruling on a particular model.

**Q: If a model is mounted on a scenic base and an opponent objects to it, what happens?**

A: If an opponent objects to a scenic base, the model may still be used in the game. However during the game, to the best of both players' abilities, the model must be treated as if it were based on a standard-sized, non-scenic Games Workshop base [clarification].

**Q: Do skimmers have to be glued to their base even though the rules for skimmers (pg 71) state that the model should be removed from its base when it is immobilized or destroyed?**

A: Skimmers models must be mounted on their flying base, but players are not required to actually glue the model onto the base. Therefore it may be removed as dictated by the skimmer rules [clarification].

**Q: Do actions that happen at the "start of the turn" take place at the beginning of the movement phase or is there some sort of pre-movement phase?**

A: There are only three phases in a turn, so unless specified otherwise, all actions that happen at the start of the game or player turn are indeed taking place at the very start of a player's movement phase [RAW].

**Q: How does a player resolve multiple actions that are supposed to be performed at the "start of the turn"?**

A: All events or actions that occur at the start of the turn/movement phase must be performed before any voluntary movement/actions are taken by the player. Beyond that restriction, a player is allowed to perform all "start of the turn/movement phase" actions in any order he wishes, unless specified otherwise [clarification].

**Q: Can involuntary/random movement force models off of the table?**

A: Unless specified in the rule itself, if random/involuntary movement would take any part of a model off the table, it stops moving at the edge of the table instead [clarification].

**Q: When a unit that moves at a random rate (such as 2D6", etc) would enter or otherwise move through difficult terrain, what happens?**

A: Unless specific movement rules state otherwise, models moving at a random rate are not slowed by difficult terrain but still take dangerous terrain tests as normal [clarification].

**Q: Can line of sight be drawn through incredibly tight spaces, such as between a model's legs, under a vehicle's tracks or through a tiny window in a building?**

A: Yes, if any valid portion of the target (as defined in the rulebook) can be seen from the firing model's eye view, then it is considered to be within line of sight (and in cover, of course) [RAW].

**Q: Is a "failed save" the same thing as getting no save at all? What about a "failed saving throw" are these all the same thing?**

A: Yes, getting "no save" or having "failed a save" or having "failed a saving throw", etc, are all one and the same thing [clarification].

**Q: When models from two or more units are intermixed together, can these units simultaneously provide cover saves for each other from a single enemy firing unit?**

A: Two or more intermixed units cannot simultaneously provide cover saves for each other against a single enemy firing unit. When such a situation occurs, the intermixed unit with a model closest to the firing unit does not count as being in cover from the unit(s) they are intermixed with [rules change].

**Q: If a unit has the majority of its models 'in cover' but those models are in different types of cover, which cover save is used?**

**Example:** A unit has three models in 3+ cover, three models in 4+ cover and four models not in cover. What cover save does the unit use?

A: Use the cover save that the majority of 'in cover' models are in/behind. If there is no majority, randomly determine which cover save to use [clarification]. So in the example above, the player would randomly determine which save to use by rolling a D6. On a 1-3 he would use the 4+ cover save and on a 4-6 he would use the 3+ cover save.

**Q: When firing at a '[gone] to ground' unit that has had their models laid down, are players then required to draw line of sight to the models in their prone position?**

A: No, the models are laid down for representational purposes only. If line of sight is questionable, temporarily stand the models back up [clarification].

**Q: If a special rule forces a unit that has '[gone] to ground' to move (not including a fall back move which is covered in the rules) does the unit return to its '[gone] to ground' status when the movement is finished?**

A: Unless otherwise specified, yes [RAW].

**Q: If a unit has '[gone] to ground' and the enemy then fires 'through' them to a friendly unit behind, does that friendly unit get a cover save because the shots passed through an intervening unit?**

A: Yes [RAW].

**Q: If two identical models in a unit both have a one-shot weapon (such as a combi-weapon), and one of them expends his weapon are these models no longer considered identical under the 'complex units' rules?**

A: These two models would still be considered identical in game terms because they both still possess the same weapon [clarification].

**Q: A unit of non-identical multi-wound creatures contains a previously wounded model. If this unit suffers another wound, must it be allocated to the 'group' containing the previously wounded model, or may it be placed on any of the groups in the unit?**

A: Wounds may always be allocated freely between differing 'groups' of models. It is only when applying the unsaved wounds within a particular 'group' that whole models must be removed when possible [RAW].

**Example:** An Ork Nobs mob contains a previously wounded Nob with a powerklaw and three other un-wounded Nobs that are identical to each other. The mob suffers one wound from shooting. The wound may either be allocated to one of the three identical Nobs or onto the previously wounded powerklaw Nob.

**Q: If a model is wounded by the "Gets Hot" rule from a weapon whose Strength value is double or more it's Toughness, is "Instant Death!" inflicted on the model?**

A: No. The actual "attack" must be double or more the Toughness value of the model, and the "Gets Hot" attack has no Strength value associated with it [clarification].

**Q: If a charging unit rolls enough distance on their difficult terrain roll to reach enemy models behind cover but they are unable to get into "base contact" because of some intervening piece of terrain (like barrels), does the charge fail?**

A: No. Charging models that roll enough distance to reach enemies behind difficult terrain, are assumed to be in "base contact" even if a piece of terrain prevents them from actually touching [clarification]. Place the attacking model as close as you possibly can: either on top of, or on the other side of the terrain. This only applies to difficult terrain; models cannot be in "base contact" across impassable terrain.

**Q: When models make a 'defenders react' move do they count as charging that turn?**

A: No [RAW].

**Q: If a weapon isn't defined as either single or two-handed can this weapon be used in close combat to get the +1 attack bonus for having two weapons?**

A: Unless specified otherwise, only weapons defined as a single-handed weapon, along with 'pistols' and 'close combat weapons', can be used to get the +1 attack bonus for having two weapons [clarification].

**Q: If a unit being attacked in close combat has one engaged model with WS5, two engaged models with WS4 and three engaged models with WS3 what Weapon Skill value is used for attacks against them?**

A: WS3 as it is the most numerous WS of engaged models [clarification].

**Q: The rules on page 41 seem to indicate that a unit fighting in an existing close combat that is charged by another enemy unit cannot direct their attacks at this new threat. Is this correct?**

A: No. The "beginning of the combat" is after all assault moves are completed, therefore a model in base contact with multiple enemy units can always choose to attack an enemy unit that has just charged it [RAW].

**Q: When fighting a multiple combat what happens if a unit is unable to engage the enemy with their pile-in move because all enemy models in the combat are already surrounded by other friendly models?**

A: If a unit will have absolutely no way of engaging the enemy even after both sides' pile-in moves, that unit is considered no longer locked in combat and may make a consolidation move instead [clarification].

**Q: Can a model fighting with a Power fist utilize attacks granted by wargear and/or special rules (such as a Mark of Khorne, an Ork Attack Squig, etc)?**

A: Yes, the restriction on page 42 is **only** in reference to the bonus attack provided by fighting with two single-handed weapons [clarification].

**Q: In close combat, can a model armed with two or more special weapons AND a normal single-handed weapon choose to fight with a special and normal weapon?**

A: Yes. In this situation the model must use at least one of his special weapons but may also utilize the normal weapon in order to gain the +1 Attack bonus (assuming both weapons are single-handed and are allowed to be used together to gain the bonus Attack, of course) [clarification].

**Q: If a unit suffers 25% casualties in its own movement or shooting phase (for example, by scattering blast weapons or by moving through booby-trapped terrain) does it take a morale check?**

A: Yes, any phase a unit suffers at least 25% (non-close combat related) casualties it must take a morale check [RAW].

**Q: What exactly do the 'Trapped!' rules mean when they refer to "doubling back"?**

A: A falling back unit is only 'Trapped!' if it is completely surrounded. As long as it can make its full fall back move in any direction (including away from the table edge they have to fall back towards) it will not be 'Trapped!' [clarification].

**Q: If models have a special move outside of the movement phase (such as models with Jetpacks, Eldar Warp Spiders, etc) can they use that move while falling back?**

A: Yes, but only to move in the same direction they are falling back towards [clarification].

**Q: Units that are falling back "automatically fail all Morale checks". Does that mean a unit that has already fallen back this turn (from a Tank Shock, for example) will be forced to make another fall back move if they suffer 25% casualties (or are Tank Shocked by another vehicle)?**

A: Yes, it is possible for a unit to make multiple fall back moves in the same player turn [RAW].

**Q: If a unit is joined by an Independent Character does he count towards whether the unit is "below half strength" for regrouping purposes?**

A: During the game, Independent Characters (and any other models) that join a unit count fully towards the unit's 'strength' [clarification]. So if an Independent Character is joined to a 5-man squad they can attempt to regroup as long as 3 models (including the IC) are still alive.

**Q: Can an Independent Character end its move within 2" of a unit it cannot joint (like a vehicle)?**

A: Yes they can, as otherwise it would be impossible for an IC to disembark from a vehicle that has already moved [rules change].

**Q: Can a Stunned Walker make an assault move?**

A: No.[clarification]

**Q: Can an Independent Character be deployed joined to a unit inside their transport vehicle with them?**

A: Yes, an IC may join a unit by being deployed into a transport with the unit (including a dedicated transport), provided he would be allowed to embark onto the vehicle during the game [clarification].

**Q: Independent Characters joining a unit do not confer their special rules onto the unit unless "specified in the rule". If an IC's special rule says it applies to "his unit" does this qualify?**

A: Yes, "his unit" refers to the unit a character is joined to [clarification].

**Q: Independent Characters joining a unit do not gain the unit's special rules unless "specified in the rule". What exactly does this mean and does it apply to special rules that have been conferred to the unit by another character?**

A: A special rule must specifically mention that it applies to Independent Characters joining the unit for it to be conferred, and this includes special rules granted to the unit by another character. Please note that this only applies to "special rules" (as defined in their codex) and to the "universal special rules" found in the rulebook, not to Wargear or Psychic Powers [clarification].

**Q: When an Independent Character is part of a unit, and that unit is wiped out by shooting or close combat, does the character still take Morale and Pinning tests as if he was part of the unit?**

A: Yes, as the character counts as being part of the unit until the start of their next turn [RAW]. This also means that enemies who fired at and wiped out the unit the IC was joined to may still declare a charge against the character in the subsequent Assault phase.

**Q: Independent Characters joined to a unit that is making a pile-in move (or reacting to being assaulted) have to move before the rest of the models in their unit. What happens if their path to the enemy is completely blocked by friendly models?**

A: In this situation, the player is allowed make pile-in/reaction moves with other models in the unit, but if at any point there is enough space for the IC to move into base contact with the enemy, the player must then do so [clarification].

**Q: Does 50% of a monstrous creature's body actually have to be physically obscured for it to claim a cover save in all cases? Or when it comes to area terrain does it just need 50% of its base in the terrain to get the save?**

A: In all cases, a monstrous creature needs to have at least 50% of its body physically obscured in order for it to claim a cover save [clarification].

**Q: Can a Jet Pack model move 6 inches in the Assault phase on the same turn it arrives via Deep Strike?**

A: Yes, provided it doesn't actually declare an assault [RAW]. However, please note that Tau Stealth & Crisis suits have a specific rule that prevents them from moving in the Assault phase when they Deep Strike.

**Q: Can a Jet Pack model disembark from an enclosed vehicle and still move 6 inches in the Assault phase?**

A: Yes, provided it doesn't actually declare an assault [RAW].

**Q: How far do bikes Assault?**

A: Six inches [clarification].

**Q: How is cover for Artillery units determined from enemy shooting?**

A: Just like an infantry unit, artillery units get a cover save if at least half of their models are in cover. A gun model only counts as being 'in cover' if at least 50% of the model is physically obscured from the firers (although gun models that aren't 50% obscured can still utilize a cover save if the majority of the unit is 'in cover') [clarification].

**Q: If a transport gains an extra 6" for moving at cruising speed on a road, can passengers still disembark at the end of its movement?**

A: Yes they can, so long as the vehicle didn't move more than 18" (or 19" in the case of an Ork vehicle with 'Red Paint Job') [RAW].

**Q: If a fast vehicle gains an extra 6" for moving at cruising speed on a road, can it still fire as though it moved at cruising speed in the subsequent shooting phase?**

A: Yes it can [RAW]

**Q: How exactly are Vehicle Armor Value arcs determined on non-rectangular vehicles (such as an Eldar Falcon)?**

A: In the case of non-rectangular vehicles (such as an Eldar Falcon), determine their armor facing by drawing a line at a 45-degree angle to the axis of the vehicle [rules change].

**Q: If a weapon is "twin-linked", "built-in", "combi" or "co-axial" does a single "Damaged - Weapon Destroyed" result destroy both weapons?**

A: Yes [clarification].

**Q: Does a 'Type: Immobile' vehicle automatically count as having suffered an 'Immobilized' result?**

A: Yes (unless specified otherwise in their unit entry), so any 'Immobilized' results count as a 'Weapon Destroyed' instead [clarification].

**Q: When determining what an assaulting unit hits a vehicle on, what speed do you use?**

A: Always use the speed it moved in its previous turn [clarification].

**Q: If a vehicle that has taken a Scout move is assaulted on the first player turn of the game (before its controlling player has taken a turn), do you use the distance it moved during the scout move to determine the result needed to hit it?**

A: No, a scout move is a free move at the beginning of the game and assault moves only look at movement done in the previous movement phase [clarification].

**Q: If a vehicle suffers multiple 'Destroyed – explodes!' results from a single enemy unit does it explode multiple times?**

A: No. Determine all damage results from a single enemy firing unit at once and if any 'Destroyed - Explodes' results are rolled, apply this result once and ignore the other results [clarification].

**Q: When a vehicle 'explodes' it is replaced with an area of "difficult ground". Does this area provide any cover?**

A: Unless both players agree otherwise, this terrain provides a 4+ cover save for models inside it and blocks line of sight based on the actual piece of terrain. If an appropriate piece of terrain is not available then the vehicle is just removed from play [clarification].

**Q: When a vehicle 'explodes' is each model within range rolled for separately or are the normal casualty removal rules for shooting used?**

A: Use the normal casualty removal rules for shooting [clarification]. The same is true for embarked units when their vehicle 'explodes'.

**Q: If a multiple combat contains a vehicle that 'explodes', do wounds caused by the explosion count towards combat resolution for both sides?**

A: Yes, wounds caused by an exploding vehicle in the same combat do count towards combat resolution for both sides [clarification].

**Q: Does 50% of a vehicle's facing actually have to be physically obscured for it to claim a cover save in all cases? Or when it comes to area terrain does it just need 50% of the facing within the terrain to get the save?**

A: In all cases, a vehicle needs to have at least 50% of its body physically obscured in order for it to claim a cover save [clarification].

**Q: If a unit is fighting a multiple combat against a (non-walker) vehicle and another non-vehicle enemy unit and the combat is drawn, can the unit pile-in towards the vehicle?**

A: No, in this case the unit would have to pile-in towards the enemy non-vehicle unit and (if possible) move at least 1" away from the vehicle [RAW].

**Q: If a unit is fighting a multiple combat against a (non-walker) vehicle and another non-vehicle enemy unit and they wipe out the enemy unit, can they consolidate into the vehicle?**

A: Any consolidating model that moves must end its move more than 1" away from the vehicle. However models that are already within 1" of the enemy vehicle may remain there provided they are not moved [RAW].

**Q: If an embarked model fires a template weapon from a vehicle fire point is the transport vehicle hit if the template partially covers the vehicle?**

A: No. Transport vehicles are not affected by template weapons fired by models embarked on them [clarification].

**Q: Can embarked models shoot from fire points if their transport used smoke launchers that turn?**

A: No they cannot [clarification].

**Q: Can an embarked unit ever be targeted by enemy shooting? What about with weapons that don't require line of sight or embarked models on open-topped transports?**

A: enemy shooting may never directly affect embarked units; only their transport vehicle may be damaged [clarification].

**Q: Can an embarked unit ever be pinned, or be forced to disembark or fall back from out of the transport?**

A: Unless explicitly specified otherwise, no [clarification].

**Q: A unit that makes an emergency disembarkation can't do "anything else for the rest of that turn". What exactly does that mean?**

A: They cannot take any voluntary actions but will react normally if affected by enemy actions (just like a unit that has [gone] to ground) [clarification].

**Q: If a lone Independent Character is embarked on a vehicle that is within 2" of a friendly unit, is the IC considered joined to that unit?**

A: No, while an IC is embarked on a vehicle he cannot be joined to a unit that is outside of the vehicle [rules change].

**Q: When a transport vehicle suffers a 'Destroyed – explodes!' result its passengers must be placed "where the vehicle used to be". What exactly does this mean?**

A: Passengers must be placed wholly inside the area of the table that the vehicle's hull previously occupied [clarification]. Due to model scale if a model can not be placed due to enemy units being within 1", move the enemy unit back the minimum distance necessary to place the disembarking passengers. In addition, the models count as having disembarked from a vehicle (and so cannot assault the same turn if the vehicle wasn't open-topped, for example) [rules change].

**Q: If a unit is Tank Shocked and passes its Morale check, but the shortest route to move models from underneath the vehicle would take them off the table are those models removed from play?**

A: No. Move the models the shortest route from underneath the vehicle that will keep them on the table [clarification].

**Q: Can a tank moving on the table from Reserves Tank Shock and/or Ram? If so, what happens if the tank suffers damage that stops it from moving all the way onto the table?**

A: A tank moving on from reserves may Tank Shock and/or Ram but if it is stopped before it can fully enter the table it, along with any passengers onboard, counts as being destroyed (so think twice about whether you really want to!) [clarification].

**Q: Can any vehicle ram or are only 'tanks' allowed to do so?**

A: Unless explicitly specified otherwise, any vehicle may Ram [clarification]

**Q: A ramming vehicle has to move the "highest speed it is capable of", what if this move will take the vehicle into a friendly unit, off the table or into difficult/impassable terrain?**

A: A ramming vehicle that moves through difficult terrain will have to take a dangerous terrain test as normal. The ramming move ends when the vehicle moves into a friendly unit, impassable terrain or reaches the table edge [clarification].

**Q: If a transport vehicle is 'Destroyed' in the same movement phase it is declared to be moving 'flat out' (when ramming another vehicle, for example) are the models onboard destroyed?**

A: Yes, in this case all models onboard count as being destroyed [clarification]

**Q: If a skimmer rams/tank shocks an enemy unit that is in terrain does it have to take a dangerous terrain test to do so?**

A: Only if the skimmer begins or ends its movement in the terrain [RAW].

**Q: Can a skimmer performing a tank shock selectively choose to fly over enemy units (and vehicles) that it doesn't want to tank shock or ram? How about flying over friendly units or intervening terrain in order to tank shock an enemy unit?**

A: Yes, a skimmer may selectively choose to move over any friendly/enemy units and moves over intervening terrain without penalty (although it still has to take a dangerous terrain test if it ends the move in terrain as normal) [clarification].

**Q: What happens if a Stunned or Immobile Walker has all of its combatants killed by friendly models and the enemy is unable to Pile-Into them?**

A: If a walker unit finds itself not locked in combat after Pile- In moves are completed, then it no longer counts as being part of the combat [clarification].

**Q: USRs marked with an asterisk (\*) are lost if the unit is "joined" by an independent character that doesn't also have it (or vice-versa). Do the same guidelines also apply to characters that are permanently part of a unit (and their Wargear models)?**

A: Unless specified otherwise, anytime models in a unit don't have an asterisked USR while other models in the unit do, the USR is not followed while the models without it remain [clarification].

**Q: Several USRs describe what happens when a unit with them is joined by a character that doesn't have them (and vice-versa). Do these same guidelines also apply to characters that are permanently part of a unit (and their Wargear models)?**

A: Yes, these guidelines apply to any type of model that is part of the unit and doesn't share the same USRs as the rest of the unit [rules change].

**Q: If a unit with 'Counter-Attack' passes its Ld test does it count as charging in all respects or just for the Attack bonus?**

A: The unit only counts as having assaulted only for the Attack bonus. So, for example, if the unit also had 'Furious Charge' it would not benefit from it when counter-attacking [clarification].

**Q: When a unit making a Hit & Run move encounters an obstacle it cannot normally move through (impassable terrain, moving within 1" of enemy models, etc) what happens? What if the move will take the unit off the table?**

A: When a unit making a Hit & Run move encounters an obstacle it cannot normally move through, including the edge of the board, it stops moving instead [clarification].

**Q: If a Jump Infantry or Jetbike unit makes a Hit & Run move, can it pass over intervening terrain and models during the move?**

A: Yes, however if the final position of the unit would end in impassable terrain, over friendly models or within 1" of an enemy model reduce the Hit & Run move the minimum distance needed so the unit can be legally placed [rules change].

**Q: If a unit contains even a single model with the 'Slow and Purposeful' USR does that mean the entire unit counts as assaulting through difficult terrain when they charge (and will therefore strike at I1 unless they have assault grenades)?**

A: Unfortunately for them, yes [RAW].

**Q: Can 'Slow and Purposeful' models 'run' in the shooting phase and make a sweeping advance if victorious in combat?**

A: Yes and yes [RAW].

**Q: If only some models in a unit have the 'Stealth' USR do all models really benefit from the +1 cover save?**

A: If only some models in a unit have 'Stealth' then only those models benefit from the +1 cover save bonus [clarification].

**Q: Do units that get a bonus to their cover saves (such as with the 'Stealth' USR) really get a 2+ cover save when Turbo-Boosting?**

A: Yes [RAW].

**Q: If a unit occupying a building has a (non-shooting) special ability, where do you measure range to and from?**

A: Measure it from the edge of the building [clarification]. Although in the case of an extremely large building with multiple rooms, both players may agree to place a limitation based on the area of the building the unit is actually occupying.

**Q: Can unoccupied buildings be shot at or assaulted? What about if a blast accidentally scatters onto an unoccupied building?**

A: To keep things simple, unoccupied buildings cannot be assaulted and/or damaged unless both players agree otherwise [clarification].

**Q: If a unit on an upper level of a ruin Falls Back, but doesn't roll enough distance to move vertically down a level (double '1's), is the unit automatically "Trapped" and destroyed?**

A: No. The unit moves as far back horizontally within the ruin as it can towards its Fall Back point but isn't destroyed unless it is actually completely surrounded by enemy units and/or impassable terrain [RAW].

**Q: Do units that are off the table at the end of the game automatically count as being destroyed for Kill Point purposes?**

A: Yes [clarification].

**Q: If an Independent Character is joined to a unit and he, and the entire unit are killed at the same time how many Kill Points are awarded?**

A: Two. One for the unit and one for the IC [clarification].

**Q: When deploying forces, can units be deployed directly into a non-dedicated transport?**

A: A unit may be deployed directly into a non-dedicated transport vehicle provided they would be allowed to embark onto it during the game [clarification].

**Q: When deploying forces, can units be deployed into impassable terrain?**

A: A unit may only be deployed into impassable terrain if it has a special rule allowing it to do so (like a Lictor) or it would be allowed to move there during the game (such as a skimmer on top of an impassable building) [clarification].

**Q: Can opponents inspect my army list and do I have to tell them what units are inside each transport vehicle?**

A: In order to minimize potential cheating, in a tournament players are required to give full disclosure of their army list to their opponents, including weapons, wargear, special rules and the contents of any transport vehicles [clarification].

**Q: Do special rules for models in Reserve still affect the game? Are models in Reserve vulnerable to special rules that affect all models?**

A: Models off the table have no effect on the game unless a rule specifies otherwise [clarification]. Conversely, models off the table are not affected by any rule unless specified that it affects models off the table [clarification].

**Note:** abilities used before deployment or that affect deployment or who gets the first turn may always be used regardless of whether the model is on the table or not.

**Q: If a model in Reserve has an ability that occurs at the start of the turn can they arrive from Reserves and utilize that ability in the same turn?**

A: No [RAW].

**Q: If there is no room for models to move onto the table from Reserves without placing them within 1" of an enemy model or on top of friendly models, what happens?**

A: Any models that cannot fit on the table play no further part in the game and count as destroyed [clarification].

**Q: Some vehicles are so big they cannot move on from the table edge without moving faster than combat speed. Are such vehicles forced to move faster than combat speed on the turn they move onto the table?**

A: No, if a vehicle is so large it cannot totally fit onto the table when moving onto the table at combat speed, players are allowed to leave the back end of the vehicle hanging off the edge of the table [clarification]. If players are concerned about their model falling off the table they can mark the spot where it is supposed to be and then temporarily move the model fully onto the table.

**Note:** While a vehicle is partially 'hanging off the table', any access points off the table may not be used and any blast with the center hole over the vehicle will hit it, even if the blast is technically off the table.

**Q: If not all models in a unit have the Deep Strike ability may the unit arrive via Deep Strike?**

A: No, a unit may only utilize Deep Strike if all models have the ability [clarification].

**Q: If a Drop Pod or permanently immobile vehicle enters the game via Deep Strike is it able to fire the turn it arrives?**

A: No, as it counts as moving at cruising speed that turn [RAW].

**Q: Do 'Type: Immobile' vehicles automatically give up half Victory Points at the end of the game for being immobile?**

A: Yes, unless specified otherwise in their rules (such as the Necron Pylon) [clarification].

**Q: If an Independent Character is part of a unit it cannot leave (a 'retinue') are Victory Points for the IC worked out separately from the retinue at the end of the game?**

A: No, besides Imperial Guard Officers (who have their own Victory Point rules in the online GW IG FAQ), if an IC cannot leave a unit during the game then for Victory Point purposes their points cost is included along with the unit and they are considered just another model in the unit [clarification].