

## F.R.A.G. Imperial Guard FAQ v1.0

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**Q: Several characters provide bonuses (such as Stubborn, Furious Charge, etc) to "friendly units" within range. Do these bonuses apply to allied units (such as Witch Hunter and Daemonhunter units, for example)?**

A: Yes [RAW].

**Q: 'Bring it Down!' and 'Fire on My Target!' orders require the enemy be "visible" to the Officer. What does this mean exactly and do the Night Fighting rules affect the Officer's 'vision'?**

A: It means the enemy unit must be within line of sight of the Officer and the Night Fighting rules have no effect on this range as they are only rolled for when a unit actually fires [clarification].

**Q: Can the 'Bring it Down!' order be used against a unit that isn't entirely made up of Monstrous Creatures, such as a Tyrant with Tyrant Guard or a Tomb Spyder with Scarabs?**

A: No, the unit must be entirely made up of Monstrous Creatures to qualify [clarification].

**Q: What happens if a unit receives the 'Bring it Down!' or 'Fire on My Target!' order but ends up being unable to fire on the selected enemy unit (because the enemy turns out to be out of range, for example)?**

A: If the unit receiving the order is unable to fire on the selected enemy for any reason they still count as having carried out the order and therefore may not otherwise shoot or run that phase [clarification].

**Q: When a unit regroups using the 'Get Back in the Fight!' order, does it get to make the 3" move for regrouping? Also, when shooting that phase does the unit count as having moved even if it doesn't actually move?**

Yes and yes [RAW].

**Q: Do Astropaths count as a Psyker for rules that affect 'Psykers'?**

A: No [RAW].

**Q: Does an Officer of the Fleet's ability still apply while the model is in reserve?**

A: No, as the ability doesn't specify that it can be used while not in play [clarification].

**Q: Does the Astropath's ability still apply while the model is in reserve?**

A: No, as the ability doesn't specify that it can be used while not in play [clarification].

**Q: Can the 'Look Out -- Arggh!' rule be used to re-allocate two wounds away from the Commander if only a single Bodyguard models is still alive?**

A: Yes, two wounds (max) may be re-allocated as long as there is at least one Bodyguard model alive [RAW].

**Q: If a unit containing a Commissar fails a Morale check but can re-roll that test (such as with a Regimental Standard), can they do so, or does 'Summary Execution' immediately kick in?**

A: The unit can attempt to re-roll the test but if they fail the second time the Commissar will still perform a 'Summary Execution' (although the test cannot then be re-rolled again) [clarification].

**Q: Is an embarked enemy unit that fires at a unit protected by 'Nightshroud' affected by the power?**

A: Yes, as the Imperial Guard player does not choose whom the power is used on, it affects embarked models [clarification].

**Q: Can a Techpriest Engineer in base contact with multiple vehicles attempt to repair them all in the same shooting phase?**

A: No, he may only attempt to repair a single vehicle [clarification].

**Q: Can a Techpriest Engineer attempt to repair a damaged vehicle he is still embarked on?**

A: No he cannot [clarification].

**Q: If a unit containing Mindlocked Servitors is locked in combat can it perform a sweeping advance, consolidation and/or pile-in moves?**

A: Mindlocked Servitors will fight normally, but cannot make sweeping advances, consolidations and/or pile-in moves. If, after the enemy makes their pile-in moves Mindlocked Servitors find themselves not engaged with any enemy they no longer count as being locked in the combat [clarification].

**Q: What happens if a unit containing Mindlocked Servitors is forced to Fall Back?**

A: The unit counts as 'Falling Back' but does not move. In following turns if they pass their 'Mindlock' test they will then start making fall back moves. Mindlocked Servitors that Fall Back from combat do not move but are not run down unless the enemy is able to roll high enough to do so. If that doesn't occur, the enemy will have to use its consolidation to move at least 1" away from the Servitors [clarification].

**Q: Can a Servo Arm's additional Powerfist attack be used the same phase an Engineer uses his Power Weapon?**

A: Yes it can [clarification].

**Q: If a Priest is killed in combat before his unit gets to strike, can the rest of his unit still benefit from the 'Righteous Fury' ability?**

A: Yes, if the unit charges into combat with him, they benefit from 'Righteous Fury' for that phase regardless of what happens to the Priest [clarification].

**Q: What happens if a unit receives the 'First Rank, FIRE! Second Rank, FIRE!' order but ends up being unable to fire on the selected enemy unit (because the enemy turns out to be out of range, for example)?**

A: If the unit receiving the order is unable to fire on the selected enemy for any reason they still count as having carried out the order and therefore may not otherwise shoot or run that phase [clarification].

**Q: When exactly is the decision made to combine Infantry Squads that are in Reserve, when the units are placed into Reserves or when they actually deploy on the table?**

A: The player decides whether or not to combine squads when they are put into Reserves [clarification].

**Q: Can all five embarked models shooting from the Chimera's fire point use their own weapons or do some of them have to use the Chimera's hull-mounted lasguns?**

A: All embarked models firing from a Chimera must use their own weapons [RAW]. The hull-mounted lasguns are purely decorative.

**Q: When firing from a Chimera's fire point, do embarked Ogryns and Heavy Weapon teams count as one model firing or two?**

A: One model (they only count as two models for transport capacity purposes) [RAW].

**Q: Does the Penal Custodian and/or an Independent Character joining a Penal Legion Squad benefit from the 'Desperadoes' special rule?**

A: The Penal Custodian has (and therefore benefits from) 'Desperadoes'. An Independent Character joining the unit would not benefit from 'Desperadoes' and would therefore prevent the unit from using 'Fleet' if the unit has that ability [RAW].

**Q: If a Penal Legion Squad is placed in Reserves during deployment when exactly is their 'Desperadoes' roll made?**

A: This roll is made before deciding whether to place the unit into Reserves or not [RAW].

**Q: If some Rough Rider models are unable to strike the first round their unit charges into combat do those models retain their Hunting Lances?**

A: No, all models in the unit lose their Hunting Lance after the first round of combat in which they charge [RAW].

**Q: Do Rough Rider Hunting Lance Attacks benefit from the Furious Charge special rule (effectively making them Strength and Initiative 6)?**

A: Yes they do [clarification].

**Q: Does each Sanctioned Psyker count as a separate Psyker model for calculating a Culexus Assassin's shooting attack?**

A: Yes, besides when using a psychic power, each Sanctioned Psyker model is a separate psyker [RAW].

**Q: When 'Hammer of the Witches' will affect multiple models in a Psychic Battle Squad, is the power resolved one model at a time before moving onto the next Psyker?**

A: Yes. If the first Sanctioned Psyker model fails his Ld test, then the 'Ultimate Sanction' special rule is immediately resolved before moving onto the next closest Sanctioned Psyker (assuming there are any left after that) [RAW].

**Q: When using 'Soulstorm', besides the Psyker that range and line of sight are measured from, can the rest of the Sanctioned Psykers fire their Laspistols at the same time? What about the Overseer?**

A: As all the Sanctioned Psyker models count as having used a power in this case, only the Overseer can fire his laspistol [clarification].

**Q: Is 'Weaken Resolve' a Psychic Shooting Attack?**

A: It is not, which means that the squad is still free to fire their pistols or run in the same phase [RAW].

**Q: Does 'Weaken Resolve' affect units with the 'Stubborn' special rule when they are taking a morale test?**

A: Yes, as 'Weaken Resolve' is not defined as a 'modifier', it is **not** ignored by the 'Stubborn' special rule [clarification].

**Q: If a unit is able to use a different Ld value via a special rule (such as with Ork's 'Mob Rule' or Space Marine's 'Rites of Battle'), how does 'Weaken Resolve' function in these situations?**

A: 'Weaken Resolve' continually affects the unit for the entire player turn, so even if the unit uses a Ld value from a different source, this new value is still reduced [clarification].

**Q: Can 'Weaken Resolve' be used in conjunction with a Neural Shredder to inflict 'Instant Death' by lowering a target unit's Ld to '4' or below?**

A: Absolutely [RAW].

**Q: Does 'Lumbering Behemoth' allow a Lemman Russ to fire its turret weapon even if it is otherwise unable to fire (i.e. it is Shaken/Stunned/used Smoke Launchers, etc)?**

A: No, the tank must still be able to normally fire to utilize the 'Lumbering Behemoth' rule [clarification].

**Q: How is the 'Melta' rule applied if the Melta Cannon's blast scatters?**

A: If the blast hits a vehicle, after any scatter is resolved, check range again from the weapon to the vehicle hit to see if it is within half range or not [clarification].

**Q: Does the Hydra still have the 'Anti-Aircraft Mount' ability in games of Apocalypse?**

A: Yes, but only in games of Apocalypse [clarification].

**Q: Does any weapon fired by a Hydra (such as a Hunter-Killer missile or Heavy Bolter) benefit from the 'Auto-Targeting System' rule?**

A: Yes they do [RAW].

**Q: Is the Griffon's 'Accurate Bombardment' rule still utilized when fired as part of a multiple barrage along with other barrage weapons?**

A: Yes. If the Griffon is the closest to the target then its reroll applies to the placement of the initial blast. If the Griffon isn't the closest, then its re-roll applies only when determining which direction its blast is placed amongst the multiple barrage markers [RAW].

**Q: Can some weapons in a Battery fire directly while the others fire as a Barrage?**

A: Yes they can, in which case the direct fire weapons are resolved separately from the Barrage [RAW].

**Q: If a multiple barrage is comprised of weapons with different minimum/maximum ranges and the initial blast is out of range, do all the weapons automatically miss (even if some of them are within range)?**

A: Yes, if the initial blast is out of range then the entire barrage misses. In the reverse situation (where the initial blast is in range), any other weapons in the barrage that are found to be out of range miss automatically and are not resolved [clarification].

**Q: Does a single 'Weapon Destroyed' result destroy all of a Manticore's Storm Eagle Rockets?**

A: Yes [clarification].

**Q: Can an Enginseer fix a 'weapon destroyed' result on a Deathstrike Missile (the '-1' to the launch roll)?**

A: Yes he can [clarification].

**Q: Can Daemonhunter Mystics allow a Deathstrike to be nominated as the unit to take the 'free shot' at enemy Deep Striking units?**

A: Yes, and each time they do another roll is made to see if the Deathstrike fires [clarification].

**Q: What exactly is considered part of the 'hull' on a Valkyrie/Vendetta model?**

A: Any part of the model, besides its, weapons, landing gear and nose-mounted sensors, is considered part of the hull [clarification].

**Q: What part of a Valkyrie/Vendetta model needs to be in or on terrain in order for it to count as being in or on the terrain piece?**

A: While the Valkyrie/Vendetta is on its base, only if the base is actually in or on the terrain would the model count as being in or on the terrain (unless both players agree otherwise) [clarification].

**Q: Can a Valkyrie/Vendetta model end its movement over friendly or enemy models and can other models end their move underneath it?**

A: As long as a Valkyrie/Vendetta doesn't end its move with its **base** on top of any model or within 1" of any enemies, it is fine to have portions of the Valkyrie/Vendetta model end up over other models, provided they physically fit underneath the Valkyrie/Vendetta model [clarification].

**Q: If a Valkyrie/Vendetta is immobilized or destroyed while over other models, what happens?**

A: Follow these guidelines [clarification]:

- **Immobilized\*** – Adjust the Valkyrie/Vendetta the minimum distance needed to place the model on the table but not over any friendly models, within 1" of any enemies, or in impassable terrain (although it may end up on top of impassable terrain if the model will fit there). Do not turn the model, unless it is absolutely necessary for it to fit on the table, and only then by the minimum required.

- **Wrecked** – Disembark any passengers as normal. Then adjust the model (as described in the immobilized guidelines above) before marking it as a wreck.

- **Explodes** – Resolved normally (with surviving passengers being placed anywhere within the hull 'footprint' of where the vehicle was).

\* Remember, if there is more than one model in the squadron, then 'Immobilized' becomes 'Wrecked' instead.

**Q: When a Valkyrie/Vendetta is immobilized (off its base) can friendly or enemy models move under its wings at all?**

A: Friendly models are able to move under both the side and back wings provided they can physically fit there. Enemy models may also move under the back wings provided they physically fit there and don't move so their base is within 1" of the hull. Enemy models cannot move under the side wings except as part of an assault move [clarification].

**Q: Can an enemy tank ram a Valkyrie/Vendetta that is on its base?**

A: Yes, treat the Valkyrie/Vendetta's base as part of its hull for this purpose [clarification].

**Q: How are template weapons resolved against a Valkyrie/Vendetta?**

A: Unless specified otherwise, the firing player holds the template over the top of the Valkyrie/Vendetta so that the small tip is touching the firer's base (or the weapon barrel for a firing vehicle), but only from a 'top-down' (twodimensional) standpoint, similar to how templates are held over ruins (see page 85 of the rulebook) [clarification].

**Q: Are squadrons of Valkyries/Vendettas allowed to Deep Strike (as it is technically impossible to put them in "base contact" with each other)?**

A: They must be placed so that their hulls are in contact with each other [clarification].

**Q: Can a Valkyrie/Vendetta Outflank while transporting an embarked unit that doesn't have the 'Scout' special rule?**

A: Yes [clarification].

**Q: Can a Valkyrie fire both its Hellstrike missiles in the same shooting phase (as they are Ordnance weapons)?**

A: No, only a single Ordnance weapon may be fired [RAW].

**Q: Can Creed use Tactical genius on a Platoon's combined Infantry Squad?**

A: Yes [clarification].

**Q: If a combined Infantry Squad Outflanks using 'Tactical Genius', what happens to dedicated Chimeras assigned to those units?**

A: As the combined squad cannot embark on the Chimera(s), any dedicated transports for this unit will arrive normally from the player's table edge while the combined squad Outflanks [clarification].

**Q: Does Pask's 'Crack Shot' have any effect against a unit that isn't entirely made up of Monstrous Creatures, such as a Tyrant with Tyrant Guard or a Tomb Spyder with Scarabs?**

A: No, the unit must be entirely made up of Monstrous Creatures to qualify [clarification].

**Q: When exactly does a unit check if they are within 12" of Straken to benefit from both his 'Cold Steel and Courage' abilities?**

A: Check range at the start of each assault phase. Valid units found to be within range benefit from both rules for the entire phase [clarification].

**Q: If, using 'Iron Will', Yarrick would stand up in base contact with the enemy are there any restrictions on where he can be placed on the table (besides not being within 1" from any enemy)?**

A: Yes, move him the minimum distance needed to be more than 1" away from every enemy model [clarification].

**Q: If a combined Infantry Squad Outflanks via 'Stalk the Enemy', what happens to any dedicated Chimeras assigned to those units?**

A: Normally units outflanking with their transports must arrive inside them, but since they cannot fit onto their Chimera a combined Infantry Squad is allowed to arrive outside of their vehicle(s) [clarification].

**Q: When Al'Rahem's Outflanking platoon arrives from Reserves, is a single roll made to see which table edge the whole Platoon arrives on, or is each unit in the Platoon rolled for separately?**

A: One roll is made for the entire Platoon to see which table edge it arrives from [clarification].

**Q: If Conscripts locked in combat are removed using 'Send in the Next Wave', what happens to enemy units that were fighting them?**

A: Nothing, they remain exactly where they are [clarification].

**Q: Can unit containing Nork Deddog embark on a Valkyrie/Vendetta?**

A: No, as Nork is an Ogryn [clarification].

**Q: If an Independent Character joins a Squad with a Medi-Pack does he gain the 'Feel No Pain' universal special rule?**

A: Yes, as the Medi-Pack is a piece of Wargear that specifies which models gain the special rule [clarification].

**Q: If an Officer fails to issue an order to his OWN Command Squad can they re-roll the result if the squad has a Vox-caster?**

A: No [clarification].

**Q: Can Ministorum Priests or Techpriest Engineeers be taken as the one mandatory HQ choice in an Imperial Guard army?**

A: Yes they can [clarification].

**Q: Are Storm Trooper Sergeants supposed to be able to take Melta bombs (since regular Infantry Sergeants can)?**

A: No [RAW].

**Q: Can individual units from a Platoon be held in Reserve while others are deployed normally?**

A: Yes, and all units from that Platoon that are held in Reserve are rolled for together to see when they arrive [clarification].

**Q: If a Valkyrie/Vendetta Squadron is held in Reserve carrying units from DIFFERENT Platoons (who are also in Reserve), how are Reserves rolls handled for this situation?**

A: A separate Reserves roll is made for each Platoon in reserve. Valkyrie/Vendetta Squadrons transporting units from the Platoon are included in this roll, but **ONLY** if the Squadron is transporting units from one (and only one) Platoon. If any Valkyries/Vendettas in the Squadron are transporting units that aren't part of the same Platoon, then the Squadron (along with all its passengers) must make a separate Reserves roll and may therefore end up arriving on a different turn from the rest of their Platoon(s) [rules change].

**Q: Are Special Weapon Squads really supposed to not have Frag grenades and the option to take Krak grenades (while Heavy Weapon squads have both)?**

A: Unfortunately, Special Weapon Squads cannot take Frag or Krak grenades [RAW].