

F.R.A.G. Space Marine FAQ v1.0

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: Several army list entries refer to "digital lasers" and "power sword(s)", what exactly do these things do?

A: These should actually read "digital weapons" and "power weapons" respectively [typo].

Q: If an army contains two characters with 'Chapter Tactics' when exactly does the player choose which version to use?

A: It must be declared before either player deploys [clarification].

Q: When a unit with ATSKNF regroups at the start of their turn do they get the 3" move for regrouping as well as their normal move?

A: No, a unit with ATSKNF that regroups at the start of their turn may move normally instead of getting the 3" move [rules change].

Q: If a player declares that a unit is arriving from Reserves inside a vehicle can that unit be split into combat squads when it arrives?

A: No, besides a Drop Pod, a unit that arrives from Reserves in a vehicle cannot be split into combat squads [RAW].

Q: If a Chapter Champion is in base contact with an Independent Character that has a retinue is he able to direct his attacks against the Independent Character (and re-roll misses)?

A: No, as Attacks against an Independent Character with a retinue are actually made against the whole retinue unit [RAW].

Q: If an Independent Character joins a Command Squad with an Apothecary does he gain the 'Feel No Pain' universal special rule?

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

Q: If a unit with an Apothecary is killed at the same time as other members of his unit do the other squad members still get to make their 'Feel No Pain' saves?

A: A unit with an Apothecary is a 'complex unit' so the owning player can choose to take all the other squad member's saving throws and corresponding 'Feel No Pain' saves before attempting the Apothecary's saving throw(s) [RAW].

Q: What happens with 'Null Zone' vs. special rules that re-roll failed invulnerable saves like 'Fortune' or 'Oracle of Eternity'?

A: In this case, all the saves, both successful (Null Zone) and the failed (Fortune, Oracle of Eternity) are rolled again once [RAW]. To save time (and fairly pointless rolling), if both players agree these rules can simply cancel each other out instead.

Q: Does 'The Gate of Infinity' work with a Homing Beacon to prevent scatter?

A: Yes [RAW].

Q: Can 'The Gate of Infinity' be used on a unit (including the Psyker) that is falling back or locked in close combat?

A: A unit that is falling back (because they are unable to regroup that turn) or locked in close combat, including the psyker himself, may not be transported via 'The Gate of Infinity' [clarification].

Q: When exactly does a player booby-trap terrain with Cluster Bombs?

A: After terrain is settled upon. In the case of standard rulebook missions that means before the roll to select a mission is made [RAW].

Q: If a unit starts the game in a booby-trapped piece of terrain, what happens?

A: The booby-trap will be triggered the first time the unit moves [clarification].

Q: If a Drop Pod lands in a booby-trapped piece of terrain, what happens?

A: The booby-trap is triggered against the Drop Pod before the unit inside disembarks [clarification].

Q: Can a locator beacon be utilized by the opponent's Deep Striking units?

A: No [clarification].

Q: When a player deploys a Drop Pod can he choose to keep the doors open or closed? If the Drop Pod doors are deployed open can models deploy within 2" of them?

A: Once the Drop Pod lands, the doors remain open for the rest of the game. However, all measurements to and from the Drop Pod, besides firing its weapon, are done based on the hull of the Drop Pod (its shape when the doors are closed). This means, for example, that friendly and enemy models will be able to move on top of the open doors [clarification].

If the doors cannot be opened (they are glued in place or a player is using a model that doesn't have doors that open/has a solid core), both players must agree before the game to either pretend, to the best of their abilities, that the doors are open and both players can see 'through' the core for line of sight purposes, or they can play that the model blocks line of sight 'as is' in which case the Space Marine player will be unable to fire the Drop Pod's weapon (a trade-off for the improved line of sight blocking ability of the model) [rules change].

Q: If a Space Marine Drop Pod's scatter would take it off the table is the scatter reduced as if it were landing in impassable terrain?

A: No, in this case the Drop Pod suffers a Deep Strike mishap. Make one roll for both the Pod and the embarked unit on the mishap table [RAW].

Q: Can a Techmarine embarked on a vehicle attempt to fix it without getting out?

A: Yes [clarification].

Q: If a Mindlocked Servitor unit 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 Mindlocked Servitor unit 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: If a Thunderfire Cannon is destroyed does then killing the Techmarine earn an extra Kill Point?

A: No, the unit is only worth one Kill Point total when both models are killed/destroyed [clarification].

Q: If a Land Speeder Storm is destroyed (by moving into booby-trapped terrain, for example) and its embarked passengers charge into combat the ensuing Assault phase do they still benefit from the Cerebus Launcher?

A: Yes [RAW].

Q: Can the Machine Spirit operate a weapon that has already been fired that shooting phase?

A: No [clarification].

Q: Can the Machine Spirit be used to fire a weapon on the same turn a Land Raider uses Smoke Launchers?

A: No [clarification].

Q: If a Land Raider Crusader is destroyed (by ramming an enemy vehicle, for example) and its embarked passengers charge into combat the ensuing Assault phase do they still benefit from Frag Assault Launchers?

A: Yes [RAW].

Q: If a unit uses 'God of War' to pass a Morale Check in close combat does this trigger 'No Retreat' wounds?

A: Yes [clarification].

Q: If Telion is taken does his entire unit benefit from Stealth even if they don't take Camo Cloaks?

A: No, only the models with Stealth actually benefit from it [clarification].

Q: How exactly is Telion's 'Eye of Vengeance' special rule resolved?

A: Wounds caused by Telion are allocated first (by the player controlling Telion), followed by the wounds inflicted by the rest of his unit [clarification].

Q: Is Chronus worth a Kill Point if he manages to escape his vehicle?

A: Chronus's vehicle is worth 1 Kill Point and Chronus himself is worth another Kill Point if (and only if) he manages to escape and is later killed [clarification].

Q: How does Chronus work in games utilizing Victory Points?

A: Chronus's point value is just added to the vehicle unless he manages to escape when it is destroyed. In this case, the vehicle gives up its points for being destroyed and Chronus's 70 pts are only awarded if he is killed [clarification].

Q: Can another Independent Character join Shrike (and his unit) before the game and gain the infiltrate special rule?

A: No, as Shrike's ability is a special rule that does not specify it affects other ICs joined to his unit, it does not [clarification].

Q: Can Shrike join a unit before the game and use his 'Seen, But Remain Unseen' ability to allow them all to infiltrate?

A: Yes, Shrike may nominate a unit he is going to join and together they may infiltrate [clarification].

Q: Does Vulkan's Chapter Tactics benefit weaponry of allied units included in the army (such as allied Sisters of Battle flamers, for example)?

A: Yes, if the weapon is part of his army, including inquisitorial allies, then it benefits from his Chapter Tactics special rule [RAW].

Q: Does Vulkan's Chapter Tactics benefit the Flamestorm Cannon on a Land Raider Redeemer?

A: No [RAW].

Q: Does Vulkan's Chapter Tactics benefit his own Gauntlet of the Forge when it is fired as a Heavy Flamer?

A: Yes, as it is fired as a heavy flamer [RAW].

Q: Can a Veteran in a Command Squad take additional equipment (such as a Storm Shield or Storm Bolter) before being upgraded to a Company Champion?

A: Yes, as the Power Weapon and Combat Shield do not replace any of the model's existing gear [RAW]. Remember that all wargear taken must be represented on the model.

Q: Can Apothecaries in a Command Squad take upgrades as though they are a 'Veteran'?

A: No they cannot [RAW].

Q: Can a unit containing more than six models be equipped with a Razorback transport?

A: Yes, but unless the unit is split via the 'Combat Squads' rule it will be unable to embark on the vehicle until it is reduced to six models or less [RAW].