

General rules

Measurements

Measurements are always taken from the closest point to the closest point. This will usually be from the front of the base to the front of the base.

Army composition

Squads proportions

- 1 Grunt Squad : 1 Elite Squad
- 1 Grunt or Elite Squad: 1 individual
- 2 Grunt Squad :1 Support

If a troop type is listed as "Required 4-12" that number is just the troopers not there sergeant or any specialists you might have. So you can have a squad of Regulars that has 12 Regulars, 1 Sergeant, 1 Medic, 1 HMG, and 1 Rocket Launcher, for a total squad size of 16 models.

Also most specialists are limited in the number you can have in any given squad. The Trencher Sniper for example says "Optional 1 per squad" meaning that no matter how many specialist slots you have available in your Trencher squad only 1 may be a Trencher Sniper. So your example of 4 Snipers or 4 HMGs usually won't be possible since you will be limited to fewer than 4 of any one particular specialist.

The last bit to think about is that the sergeant counts when determining the number of specialists you are allowed. For instance in a grunt squad with 7 Troopers and a Sergeant you are allowed 2 specialists, since $(Troopers+Sgt)/4=2$, same would be true in an elite squad with 5 troopers and a sergeant.. Hope that helps. Gallagher

Individuals with "Limit 1 per squad" behave normally.

Cybertronic Enhancements

They can be given to models that say they can have enhancements. -Dragon62

Dark Legion army legality

To get an apostle Elite you must have an apostle Grunt. You can not use a Horde/Cult grunt for an Apostle Elite Each force must be complete and respectable to the force purchasing criteria in their own right.

Does an Apostle army meet the criteria for purchasing a unit from common support if it takes 1 horde grunt and 1 of its own grunt squads?

no. Both grunt squads must come from either a horde or apostle force. Each force list must be complete in and of itself. IE: 2 Templar squads will get ya a Pretorian Behemoth. But a Templar and a Necromutant squad alone won't -PFC joe

That is just for Dark Legion in respects to Apostle and Cult/Horde squads. The Corporations may select freely from grunts in their main forces and their seperate factions. -PFC joe

Euthanasi

Euthanasi are Grunts and thus qualify you to buy Elites (if you can find any with a Squad size of 1-3) or Individuals.

The rules also state that you need two Grunt Squads to purchase a Support Unit. There is no requirement like there is for Grunts-Elites that it has to be equal or greater in size. So two 1 model Euthanasi squads allows you to buy one Greymourn.

Load outs

Does Corp Load-outs (Grunt, Elite and Officer) applies to Cybertronics? Even to A.I.? Do they apply to brotherhood, earth tribes and dark legion troops?

Yes. Yes. No they are "corporate" loadouts. -Stalker

Most sergeants are listed as "leaders." May they take Corps Officers/Leaders loadouts?

May Officers take Elite and/or Grunt Loadouts (Hussar Kaptain is a "grunt" officer, Venusian Ranger Kaptain is an "elite" officer)?

What about support units, ie, the heavy inf HMG on the back of an orca? The commando's on a Strike Skimmer? etc? Or, the unit themselves... can the Orca's get Comm Helms and increase their Command Radius?

Only Corps can use. Support units cannot use. Leaders/officers refers to Ind. model not the squads sergeant. For instance under Comm Link it states a commander in CD to squad. -Dragon62

Named characters

You can not use the same Named Character multiple times. IE You can't have three Maria Del Toresii. -PFC joe

Necrobionic enhancements

What are the rules for these? Who can I give them to? Is there a limit?

It will tell you in the unit's description if they can take Necrobionic's, and how many they may take. When with a squad, they follow the same rules for equipment: all must take the same Necrobionic.

Here are some examples. Initiates and Sacristans may take up to 1. Necromagus may take up to 2. Technomancer may take up to 1. SP

Army deployment

Individuals

e.g. Sea Lion Captain. Does he have to be deployed separately, with his own unit card, or can he start already attached to the Sea Lion squad? If so, does he still count as individual for force to be legal? AFAIK he is deployed seperatly. However I do know that he will never lose his Individual

status/requirements to field. even if he joins a squad. Tell your friend to stop playing 40k -PFC joe
Yep, as Joe said. Individuals are deployed separately.

Actions

Break away

Breaking away is a type of movement. If you win the roll you get to move away with that same action. A flyer just moves away without needing to roll.

Wait

1) If an enemy model is moving from one hiding place to another with one single action (or jumping, like in "Enemy at the gates", where they're trying to avoid being hit by the sniper), can I shoot from wait while he's moving? 2) Can i dive for cover only from template weapon or also from normal ballistic weapon? 3) Can I "Dive for cover" from wait even if there's no one actually charging or shooting at me? (I just don't want to waste the action, and use it to move, as it's my unit activation's next)

1. yes, you can interrupt any action that does not require a dice roll. (that's just common courtesy) So you can shoot at any point durin the move. You must remember that you have to adhere to targettin priority and you have to shoot the closest enemy first, you can't TacSense off of wait. 2. Only from a Template weapon. 3. no. no. you can pop the wait and attempt to shoot and then activate the squad. but other than the the action is spent. -PFC joe The rules state you may dive for cover from any indirectly fired templete or a power that utilizes a templete. -Dragon62

Enemy is shooting with HMG. I have a model in wait. Can I try and come out of wait to shoot him between the two rolls for his HMG?

no. You can't interrupt actions that involve die rolls. As he has already declared (and is in the middle of) an Attack, you must wait until he finishes all dice rolls for that action. -PFC joe

Climb down

Can you climb down a wall or only up? What about jumping down, up to what height can I jump down without having to check for damage?

yes you may climb down. If you fail the climbing roll then you measure from where you were at the start of the climbing roll. You may jump/fall up to the models size in inches without having to make a save. -PFC joe

Prone

while prone in cc, do i need to break away to be able to regain stand or mp position?

You can't break while prone. You can mostly just lay there and take it. you can stand, but you'll still be in CC -PFC joe

Vehicle reverse movement

Q: Can a vehicle move in reverse?

A: A vehicle may move in any direction it wants and is only limited by its turn radius.

During the same action, can a vehicle move forward, turn, then move backward?

Action 1 move forward and turn. Action 2 backup. -Coil

Abilities

Commander

if i have a force commander join a squad, will the command radius for that squad be 10"?

That is correct, but remember, unless you meet the requirements for a Force Commander (Six Squads and three other Individuals) then the Force Commander acts as a Division Commander. - PFC joe

so... just 8"? and 8" would be for Commander: unit & Commander: divisional?

yes... Commander: unit .. may spend an action to join a squad of like type and assume command. They will for all intents and purposes be considered a member of the squad in question, and act as the squad leader for so long as they are attached.

How can they detach? One action? No action? They can't?

One action.

Activate friendly squad and Assume command. Do these actions end the model's turn? Or can he do both in the same turn (e.g. activate one squad and assume command of another or vice versa, effectively activating 2 other squads with the commander)?

It ends his turn. -PFC joe

Infiltrators

When deploying the infiltrating Unit Card, it may not start closer than 12" to any enemy models or cards (in the case of cards, measure from the center of the unit card/marker/whatever) nor may they start in the enemy Deployment Zone. If the enemy cards or models move, the area in which to deploy the infiltrating models does not. Their DZ was defined by where the enemy models were immediately after Deployment, but before the first activation. When the models are deployed, they must be within command distance, and may not start closer than 12" to the spot where any enemy models are, or were, at the beginning of the turn, nor may they be deployed into the enemy DZ. Use markers for enemy models that move away from the spot that defined the Infiltrators DZ. If enemy models move closer than 12" to an infiltrator, whether they Spot the models or not, does not change the original Infiltrators DZ. Just because the enemy moved closer does not mean that the infiltrators have to back off. They are still entitled to deploy within command distance as long as it is no closer than 12" to the spot where any enemy models are, or were, at the beginning of the turn, nor may they be deployed into the enemy DZ.

How can Infiltrate and Reconnaissance Training be used at the same time by units that have both these special abilities (such as the Verounist Stingray)? You have to choose how to deploy it, either in the open with Rec Training or with the card as an Infiltrator. -Coil

Are infiltrators deployed as a unit card or as models?

As a unit card. -Dragon62

Infiltrators are deployed as a unit card. The only difference is that you place the card no closer than 12" from any enemy card during the set up phase. Furthermore, infiltrators are set-up AFTER all other cards are deployed onto the board. This allows you to feign having infiltrators with your false leads or use the false leads as decoys for your real infiltrators. -Wedge

Medic

Can Medics cure Vehicles?

nope. except for technomancers, they can heal all Dark Legion stuff. -PFC joe

Can Diana fix the Deathdroid?

Diana can heal all Cybertronic units. -PFC joe

Paradeploy

Paradeploy models that land too close to enemy models will be captured and removed from game. What if there are unit cards close by that still have to be revealed (for example because it's the first turn)? Do paradeploying models get captured by unrevealed unit cards? Do they get captured once the unit card is revealed?

IRC, it was stated that the 1st model in is fine because the models under the cards aren't ready to "receive" yet. Comes down to, how do you KNOW there is a model there? could be a false lead, or maybe the models are far enough away to *not* capture the model. After the 1st model in, though, all cards within leadership are revealed, and the 2nd model can be captured. In the book, it states that a card is revealed if a model is within leadership distance to the center of the card. ie, leadership 10 automatically spots all cards within 10" of it, unless the card is stalking/stealthy/etc, and environment and terrain isn't in the way. -JJDodger Normal units are revealed if within Ld and have LOS to center of card. Card with special abilities like Stealth and Stalk you must be in LD have LOS and make a Spot action. -Dragon62 I'll give an example using Infiltrate. When I use my Capitol Rangers I place one squad 12 inches from the enemy deployment zone (usually they have cards right up on the line) and I place a Ranger Captain right beside them. On my first activation I activate the Captain and move him forward his full movement of 4 inches for one action. He has 13 leadership so I measure out 13 inches and automatically reveal any cards that fall under that range. If there are any sneaky SA's around, then I have to spend an action to make a spot attempt. I save the Captains last actions to GO the Ranger squad behind him and they fire on whatever he's revealed. For Paradeploy purposes. The First model in is safe regardless of how close he lands to the card. The first model also reveals all non-SA'd cards within his Leadership in inches. I'm tryin to find the passage but I vaguely remember all unrevealed, unactivated cards in the deployment zone to be considered on Wait but I don't quite remember where it is. I know that for the purposes of charging or otherwise engaging in CC they're considered on wait.... now about Ranged attacks and what not....i'm not sure. -PFC joe

"There can be no visible enemy models within 6" of the template". Is that from the center of the template or its edge?

From the edge of the template. -Coil

Reconnaissance Training

A squad with models with Reconnaissance Training. 2 spot checks for each model with Reconnaissance Training?

As long as they're deployed as the ability states, Yes 2 checks within LOS up to 36 inches. -Dragon62

Self sacrifice

Any model that by nature of its weaponry or psychology, which destroys itself during its own attack, is considered to have the Special Ability of Self-Sacrifice.

A model with Self-Sacrifice is counted in the enemies Victory Point Pool if it is killed by the enemy (through any means). This has not changed from normal play. Should it kill itself in an attempt to wound and fail to wound the model(s), it is counted towards the enemies VP total as normal.

If however, the Self-Sacrificing model destroys itself and wounds an enemy model its points are not added to the opponents Victory Points but stay in the point total of the army. To be specific, if the Self-Sacrificing model kills a single wound enemy model or puts a wound on a multi-wound enemy model, this condition is fulfilled. Thus, at games end, a player could have a few self-sacrificing models points still counting as survived for calculation purposes.

Summoning

As it stands now, none of the units in the Core book have to be summoned during game. For that matter any unit that starts the game on the board (ie a unit card) doesn't have to worry about going berserk or whatnot and they behave exactly as normal models do.

Even the surpeme Necromagus' summoned unit acts as a normal unit, it just happens to be there with him. -PFC joe

Unseen Assailant - INCOMPLETE

Should an Unseen Assailant attack a model and score a kill with the first action, he or she may elect to use their remaining actions to immediately move to a position of safety. If that position breaks LOS with all the enemy models within 12" of the unseen assailant, their stalking status will be preserved. What about if he scores a kill with the second action, e.g. after using the first one to move: can he use the third action to fulfill the LOS breaking requirement and return to stalking status?

It does say first action. I would think that after half the squad drops dead you might get the idea that there is something not quite right about the shadows in the room. -PFC joe

Can the defender brace from wait?

not on a charge from hidden. -PFC joe

so, hidden model charges, if the defender survives attack what can it do from wait?

Attacks

Ram attack, charge

well you sure can't make a Ram attack. You can however engage them in CC then promptly break for free from CC for the next action. You're not allowed to move between enemy models or an enemy model and a piece of terrain, unless you have a clearance of at least 4 (?) inches. So when you break from CC you need to move away from the enemy. Although, you are able to declare another charge off of the break away. Just to clarify this: the charge must be to a model that you were NOT in CC with at the start of the action. IE, if in CC with model "A", i can break away and charge model "B", but not back up 1" and then charge model "A" again in the same action. However: I can break away from "A" to charge "B" in action 1, and then in action 2, break away from "B" to charge "A" again (different action).

Templates

Directly placed templates are weapons like Shotguns and FT's. Ones that don't require a roll to hit. IE the teardroped (and occasionally small explosion) shaped templates that you lay touching the attacking model and pointing outward. For directly placed templates, the small point of the template touches the edge of the base of the attacking model and has to point at the nearest enemy model. as long as it touches the nearest enemy model you can position it to cover as many enemy models as the template can hit. With a cluster effect you hit up to the number. not wound up to the number. Only the effect number of armor saves are made. ...directly placed templates have thier own qualities that give them some pizzaz. Some are pros and some are cons. Having a limited range is countered by the auto-hit. Not having a chance to roll a critical is countered by never having the damage reduced....

Ranged Template attacks (RLs GLs etc) are not Directly placed Templates. They do not deviate. You only reduce damage by the difference between the target to hit modifier and what you actually rolled. It does not deviate. It is centered on the target model and any other models under the template are hit as well and they all must save against the damage less the amount that the to-hit roll was missed.

MP is ignore for indirect fire, as MP is a form of cover. Remember, however, that trenches afford cover in the case of indirect fire. if only indirect fire ignores cover (not direct, ranged, template fire, like AP grenades), then why does directly placed template (e.g. FT) ignore cover?

Because Directly Placed Templates represen weapons that are unaffected by cover. Flamethrowers were used widely in several wars to clear out tunnels, pillboxes, etc because they afforded no cover to the enemy. The fire burned not only flesh, but consumed tohe available oxygen in the area, as well. Shotguns are comprised of hundreds of pellet/flechettes that are designed for coverage over a wide area, ensuring that the targets are at least hit by some shrapnel. Further, the weapons are, already limited in distance (7" - 10"). Balance that with the fact that they ignore cover, and you still have to use good tactics to get in and be able to use it, effectively, as you should have to do with any weapon. The only cover from these is LOS. You can't hit what you can't see.

Are you allowed to use a template weapon (lets say a flamer) if you hit a friendly model, too?

If you are going to hit a friendly model with a template you must first pass a LD test at -8 before you can fire. (Unscrupulous ignores that). if you fail you lose the rest of your actions for this turn.

There is no additional test, only the -8 one. You must make this test for each time you wish to fire into CC (only once for multiple ROF weapons). -PFC joe

If there are two models in close combat and you shot with a flamer on them, who will you hit? You hit always both of them, even if only one model is under the template, even if the shooting model happens to have the Deadshot SA (CC is a whirling mass of combat, and is only represented, on the table, by the models. The models do not show the actual position of the combat, therefore, templates hit all involved in the CC). Of course, the Deadshot SA applies to a non-template weapon, as normal.

Can i dive to cover for ranged templates or directly placed templates?

The rules state you may dive for cover from any indirectly fired template or a power that utilizes a template. -Dragon62 Thank you Dragon for catching my mistake and clarifying. Yes, it is only with indirect fire templates. I also agree with your reasoning on flamers and shotguns. To be indirect it needs to have a trajectory and be lobbed in. Shotguns and flamers are most definitely a straight line. -Stalker

If I don't have LOS to an enemy model (e.g. behind a tall wall), but i can target another enemy model close by, and the directly placed template overlaps the first model too, do I hit both of them?

Its not a good rule but thats the way it works. In earlier editions this was meant for flamethrowers. Treat shotguns as a ricochet hitting the guy behind the wall or agree if there's another under the template it hits him 1st -Dragon62 Dragon put it best. change the path of the Limit to follow the outline of the intervening terrain. IE supercede closest to farthest with closest in the path to farthest in the path. if that doesn't work, peacemaker it. -PFC joe

Indirect fire

Some GLs have Direct fire only, while others have Indirect fire. How do I deal with "Direct fire" template rolls? The same way as indirect fire? i.e. roll to hit for each unit, add the amount missed by to AR?

Attack rolls and damage are calculated in exactly the same fashion for both direct and indirect grenade launchers. The only difference is the path the projectile takes to the target. Direct fire weapons fly in a straight line at the target, while indirect fire weapons follow a parabolic path, this means two things, one indirect fire weapons ignore any cover the target is hiding behind, and that with the aid of a spotter who has LOS to the target the indirect fire weapon can fire over obstacles (provided both he and the target are at least as far away from the obstacle as half its height).

Indirect fire does not ignore all cover...trenches provide cover from indirect fire.

Secondary attack

If you have two weapons you must use first one, then the other. Usually the CC based one then pistol (if so equipped) If only one weapon then you may attack twice with it.

First the Lance. as it's only useful on a charge, then whichever weapon you prefer. Usually the saber. but it's really up to you. Charge bonus only applies to the first attack (and the dino's first attack)(no the dino doesn't get secondary attack conferred to it, you might just spend more than one action in CC with a target) -PFC joe

Firing into CC

being either greater than 12 or an elite will allow you to shoot into a Close Combat with a friendly.

unless you're firing a template weapon into the CC. in which case, if you are going to hit a friendly, you have to make the LD check at -8. -PFC joe

For Grunts (without Deadshot or unscrupulous) and Individuals/Support with less than 12 LD you must first pass the required test to shoot into CC. There is a -4 penalty for this test. If you fail, the action is wasted. Elites and Individuals/Support with 13 LD or greater may automatically fire into CC. If you miss by more than 4 then you hit the friendly model in CC with your target.

unless you are going to fire a template weapon into CC.

If you are going to hit a friendly model with a template you must first pass a LD test at -8 before you can fire. (Unscrupulous ignores that). if you fail you lose the rest of your actions for this turn. There is no additional test, only the -8 one. You must make this test for each time you wish to fire into CC (only once for multiple ROF weapons).

If you are firing a template weapon into CC you hit every model in the CC up until the Cluster Effect. You do go from the closest target model to the firer out. If the template covers a friendly you must make the -8 LD test before you can fire. -PFC joe

Impenetrability

Unless otherwise listed RL's have an AV value of 0. AV-0. which means that they get bonus damage in rear quadrants of vehicles with impenetrability. Yes, there is a bonus of +4 Damage if you strike a vehicle with Impenetrability with an AV rated weapon in the rear quadrant (ie behind). -PFC joe

Multiple ROF

How far can the new target be from the old one I just killed, so that I can still hit it with the burst?
What about if it changes weapons range?

As long as it is in the models firing arc the extra hits may roll over. If you change range bands subtract the appropriate number of dice. for instance If an HMG had a ROF of 3X at PB then only 2X at short then you would drop the last die roll. This is why it's important to roll the multi-RoF dice separately. -PFC joe

You have a weapon that fires x2 at PB and x3 at SR. You have an enemy squad in front of you. One guy is in PB and the remaining five are in SR. With your first action your fire at x2 and the first shot kills the guy in PB. The second portion (x2) of that initial shot in PB is now lost because it cannot transfer to the longer range band. You lose a die of attack whenever you switch to a higher range band with a burst weapon. Just because the weapon is x3 at SR does not mean you would gain an extra die in this instance. What determines the ROF is the first target fired upon--not the ones behind it. -Wedge

Transferring to a higher range band loses one die. Always. So if I have +3x3 in PB and +1x1 at SR (hypothetically), and with the first roll (at +3) I kill the only model in PB range, I have one more roll (still at +3, not at +1) for the other guy in SR.

Correct. Even though he's only +1 at SR for that weapon you still get the +3 at PB when the dice transfer to the higher range band. -Wedge

Wait and vehicle +3 bonus

...Just to make it clear, you would go for the following? Skimmer that: moves 1, reserves 1 wait action, moves 1, reserves 1 wait action, does not move, shoots 3 times. All 3 rolls have +3 RC. Skimmer that: moves 1, reserves 1 wait action, moves 1, reserves 1 wait action, moves 1, shoots 1 time. Then, during enemy unit activation, shoots twice. No bonus for any of the three rolls

Yes, chribu that is how I would call it. -Stalker

Weapons jam

Jam: Weapon experiences a malfunction (jammed round, debris in chamber, etc.). In the case of a close combat weapon, this is represented by the model having dropped its weapon. Natural attacks are unaffected.

It takes an AC to clear the jam. Therefore, place a Jammed Marker next to the affected model. Before it may fire a weapon, again, it must clear the jam (pick up a dropped weapon, etc.). A vehicle which may Move and Fire must spend it's entire AC not moving to clear the jam. The exception to this is that if the vehicle is multicrewed, the gunner may clear the jam while the pilot moves (unless the pilot jams his own weapon).

Natural one

A natural one rolled when the needed number is less than one is a hit, but not a critical. E Prime

Critical & Fumble

for armor rolls there is no fumble (pg 50), so a roll of a 20 just means you'd better have some darn high armor or be fighting the breeze. Where as a 1 always saves (pg 50) due to modified armor value never being reduced below 1. If an attack can't actually damage the target then it can't damage it, there is no need to roll. -PFC joe

Unarmed attack

If no CC weapon, one handed firearms/smg's/melee weapons or natural Attack, then model may make unarmed CC attacks at -4 CC and ST DAM. Rifles, HMG's, two handed Ranged Combat weapons etc that have a CC stat make attacks at ST DAM. Bayonettes do full listed weapon damage plus any bonus's. -PFC joe

Aura of darkness

Does this include CC or only ranged combat?

It includes CC -PFC joe

Mounts

You get an attack for the Mount in addition to any attacks the Rider may have. There is no simultaneous CC anymore so when they are attacked in CC they just sit there and take it. There is no Dismounting either. They are one model for all intents and purposes. -PFC joe

Modifiers

Modifier stacking

you use the highest level of smoke as the modifier. IE if LOS goes through a level 2 and a level 3 smoke, the penalty is -3 NOT -5. You can target empty ground with smoke grenades. Smoke stacks with cover.

Smoke

smoke grenades pg 146 level 2 smoke as assigned to squads and individuals in the equipment section. May not be purchased. "Pacifier" pg 143 level 2 Smoke/ATS 15 may be purchased as a Mortar loadout. Apex A12 Smoke Grenades pg 143 Level 3 smoke May be purchased for units with UBGL's only cost 9 points. Smoke Canister pg 143 Level 4 smoke. May be purchased as a Mortar load out.

LOS & Cover bonus

My example was with the first guy in base contact with the wall with the window. So adding 2 windowed walls in the middle makes no difference, still +3 bonus? I was in fact thinking about the example in that page, where from no cover it goes to hard cover. But then i wondered... what if it starts from heavy cover in the first place? Also: if i can see only enemy's head, or arm (assuming standing upright position), will it be LOS?

yes, only -3 yes. except for ridiculously posed figures. It's up to your groups (and if that fails a peacemaker) decision. I personally cut the jumping flame plumes off the feet of my wailing Banshees as it does not accurately represent the models attitude on the playing field as they only make short hops and are not permanently hovering. Generally, if it's within the possible scope a people sized space it counts. Crazy 40k leaping through the air arms and swords flying in every-which a direction obviously shouldn't penalize the guy when you're just tryin to hide him behind a rock. -PFC joe

Morale

Morale

Independent must make a moral check when they lose half or their wounds, must it remake a moral check for each new wounds? yes A vehicle it is subjected to moral check? If so, must it also remake a moral check for each new wounds?

yes, but only after all safe wounds are exhausted. Remember that a vehicle must also refer to the vehicle damage chart after it has exhausted all of its safe wounds! Makes Vehicles kind of crappy with having to roll two times (more chances to fail, lousy LD ratings for the Drivers). So it seems only the Vehicles with more than one Save Wound are worth taking for the game .

Can Officers Rally panicked vehicles than ?

I'm perfectly happy with my great Greys and yes, officers can rally vehicles. Vehicles, like multiwound units, only test for morale effects after they have lost half the squad. That said, if half the squad is lost then any vehicles out of safe wounds would test for panic/dire effects as required (when another member of the squad is lost or, if being the last surviving model in the squad, when they lose further wounds). multi wound models take their first panic check when they've lost half the squad. Irregardless of remaining wounds on each model. They take tests only when they lose members of the squad. When it gets down to the last guy in the squad he then tests when he's lost half his wounds and for each remaining wound example: a squad of seven machinators would take their first test when they've lost four members of the squad. They would test again when they lose the fifth member. they would test again when they've lost the sixth. (all of these assuming that they lose one model per enemy unit activation) the final guy would only test when he's down to half his wounds. -PFC joe

If a squad of 3 ORCAs loses 2 members, does the remaining ORCA have to check for morale? I remember that vehicles are unaffected by morale issues until they have lost all the safe wounds.

Vehicles are unaffected by morale until they have lost all their safe wounds. -Pfc joe

If an orca squad goes into panic for some reason, with only one orca that has lost all safe wounds, when the other orcas lose their safe wounds they are automatically in panic?

when do i check for panic?

at the end of the enemy units activation that inflicted the wound/casualty. (when he gets done shootin you up) unless some other effect calls for an immediat echeck. -PFC joe

well.. i'm not entirely certain how you would break/panic a whole squad. They don't test for morale issues (panic) until they've lost 50% or greater of the squad. and even then the remainders of the squad don't test until they've lost all of their safe wounds. soo... 3 orcas no wounds= no panic lose two orcas and if the third one is unscratched then he doesnt have to test. he only tests when he runs outta safe wounds. The only except would be if you were to run them all over the place and break squad coherency. Then they would test individually, but still only if they'd run out of safe wounds. - PFC joe Squad members (ie one of the Orcas) can leave squad coherency, they're just boned if they do and they have to return to leadership distance the next time thye activate. They're still in the squad, they're just tested on thier own until they are back inside of the Squad Leaders command distance. -PFC joe

Panic

Let's remember that a panicked model is not out of the game. It just can not aim, wait, MP, channel, advance closer to the unit that panicked it, and is -3 on its CC, RC, & LD. I could see having to spend the action to get the unit on their feet if they were previously in MP but, they would only need to retreat if they are broken. Let's also consider this in game terms. I just did well enough to cause your unit to panic. So, I should be rewarded not you. Why should I have to wait for you to activate that unit (which under most circumstances will be your last activation) before you loose your MP status. If you loose your MP status immediately then my other units can now have an easier time shooting at you. Stalker

Rally

In cases where the squad leader is dead, the first model to activate may attempt to rally at a penalty, but that model can only try once.

*is that *may* also a *must*? What about leaderless squads, like a squad of Orca Battlesuits?*

Given the wording of the FAQ, "may". For all Leaderless squads, the first squad member to activate is the "Squad Leader" for that turn. -PFC joe Since Orcas are leaderless squads, the "leader" may roll once. But they're vehicles, so it takes a while to get them to the panicking state. -PFC joe

Squad leader

Just remember, if the squad leader dies, that specialists may only be the acting squad leader if all other regular grunts are dead. -PFC joe

Targeting

Mortars

If a mortar team spotter has LOS to the target, but the mortar does not have LOS, is it, now, speculative fire? If yes, is the spotter the de facto Forward Observer who automatically makes the communication roll?

As long as he is within Command Distance of the Tube then the team counts as having LOS. Measure Range from the Tube and use the actual Gunner (tuber?)'s RC to figure to-hit. If he is outside of Command Distance then the crew serviced weapon suffers the penalty for being down a crewmember and he can not act as Spotter until her returns to CD. -PFC joe

So, if he is not a "Forward Observer," when would it, ever, be speculative fire? When a true Forward Observer attempts the shot?

He has to have the Forward Observer SA to be a Forward Observer. Otherwise, as long as he is within Command Distance, he can still provide LOS to a target. -PFC joe

May I use an F.O., even if the mortar team/spotter has LOS? I ask, because the F.O. seems to have some really good bonuses - fire first round for spot, the next two for effect at +2 and +4 RC, respectively, without that nasty -4 RC for speculative fire if first round is used to spot. Yes, I know, he has to make the communications roll, first.

yeah, Go ahead, that's what F.O.'s are for! -PFC joe

If Spotter has no LOS, but Mortar and two other team members do have LOS, may they be used to trace LOS?

yes, the spotter is the only one that doesn't have to remain in Base Contact with the weapon in order to provide LOS. Technically, the LOS is traced from the Weapon itself, the Spotter or the F.O. whichever can actually have eyes-on the target. However, again, if he's outta command radius, they act as if they've lost a crew member. -PFC joe

May an F.O. override Target Priority; i.e.: he wants the Mortar to shoot something that is farther away than what is breathing down the mortar team's necks?

Nope. If a F.O. has Tac sense (I can't think of any off hand) then they may. Given the way Tac Sense is played, yes you can Tac Sense over, but otherwise it's the same ol closest of the closest for Targetin Priority. (except fer smoke) (and Fire Missions) -PFC joe

Just to clarify this:

A) The mortar team has a an enemy squad (A) 12" away. Off to the side, there is another enemy squad (B), that is 24" away from the mortar team. But, there is an FO with LOS and 12" away from squad (B), squad (A) being 24" from the spotter. Can the FO direct the mortar team to squad (B), the FO's target of priority?

B) If ther was another enemy squad (C) 16" from the FO, and the FO has tac sense, can he attempt to switch the mortar team to fire on enemy (C)?

A) Yes (I think, the picture I drew from your example was a bit fuzzy)

B) Yes again. -PFC joe

Just as an addendum, given that the 12 inches would fall inside of "must target" range you would have to refer to the SquadLeader (Spotter/Gunner) Leadership to determine whether they fall within the Elite level or Grunt Level of determining Immediate targets. As a Support unit, if their LD is below 12 and the enemy unit is within short range, they must attack the closest target with whatever Small Arms weapons they have. -PFC joe

Mortars

have a question about mortars. Do I need to aim a model or can I aim a spot on the ground (hoping to hit surrounding units with the explosion)? If I aim and hit a model a few inches behind a high wall with a forward observer, will the explosion hit the models next to the wall too? Or does the rule that states that indirect fire cannot hit units behind and very close to a wall still apply?

You have to aim at a model. As long as it doesn't fall into dead space (ie the target is a legal target) it will hit everything beneath the template.

LOS blocking

When does an enemy model block LOS towards another enemy model behind it? This is important for snipers that can target any enemy model in a squad. How much of the model behind must be visible in order to target it? Is it possible to protect a Sgt. by keeping him behind a row of grunts?

This is one of those situations where there is no concrete rule. Common sense should dictate along with curteous play by each side. Otherwise, use the peacemaker. I tend to use the same guidelines as determining if a model is out of LOS or merely in cover when behind an obstacle. So, yes a model can be protected from a sniper by being in a second or subsequent row but it would have to be tucked in pretty well. After all, it is a sniper's job to pick off these priority targets! -Stalker

We play by the rule that if you can see any part of the model, it may be shot. Of course, the rules state that you should not take the pose of the model into account. Basically, imagine a cylinder that is 25mm wide by 28mm high. This would represent the model. If the model behind another is not completely hidden, then it may be shot. Ex.: Blue Sniper may shoot all green models. Red model cannot be seen by Blue Sniper: IMAGE -dmcgee1

Units in base to base contact block LOS unless there is a greater than two size differences or one inch in elevation (drawn to the standing chest). (standard bases that come with the units, no cheezing it up and gettin 40mm bases for all your Children of Ilian) -PFC joe

Tactical sense

If the model which has Tac Sense is a part of the squad, the rest of the squad may "borrow" it, using their own, individual LD for the test. -dmcgee1

If a squad member is within C.D. of a Squad Leader (or passing Officer) they may use his LD value. -PFC joe

As long as they're within Command Distance, any friendly unit can use their Leadership. -PFC joe

you mean you can't use tac-sense from wait?

unless specially mentioned you can't use most SA's from wait. Especially when shooting, you have to target the closest of the closest

Soo... Sgt is within C.D. of an officer, then all squad can use officer's LD for morale tests AND all other LD-related tests (except those that must use personal LD)? Yes they can. -Dragon62

Each model uses it's own LD for purposes of it's own LD tests (Wait, Spot, etc.). A model may "borrow" the Sgt.'s (or other officer's) LD for Panic checks, and may borrow the Tac Sense skill of the Leader model, but not it's LD stat for Tac Sense. -dmcgee1

Targeting priority

If I have an enemy yet-to-be-activated unit card close by, and a model further away, what happens? Can I target the model further away? Do I have to spot check the unactivated unit card to reveal it? What if i can't spot check as the unit card is further than my LD range?

You can't target the still unrevealed card so if you don't make spot checks you may fire at the further target. -PFC joe

Targeting Muzzle Flashes

In targeting muzzle flashes does targeting priority still apply?

Examples:

- *Enemy at 35" fires, but, a friendly model fired from 28" away. Does the firing model know which flash is friendly, and which is not, due to the visibility of night (12")?*
- *Enemy models that did not fire are at 13" - must they be targeted, ignoring muzzle flashes that are farther away, nullifying any shot?*

In the game mechanics you know where your friendly troops are and LOS is 12" or less in NF rules so you could target the muzzle flash or move forward and target the squad that is now in LOS and with alot less penalties. -Dragon62

Speculative fire

You have to aim at a model. As long as it doesn't fall into dead space (ie the target is a legal target) it will hit everything beneath the template. There is no longer any speculative fire as there was in 2nd ed. If you can't see it (either with a spotter or an forward observer) then you can't fire at it.

Unit cards targeting

Example b) is a bit of a miswording. Unrevealed cards may not be targeted - period. That was clarified some time ago. Therefore, the only way to target an unrevealed unit is to first spot it. Draw LOS to center of card, ignoring SZ of model (you don't really know it's there, you just think something may be there). If you are within LD (less any modifiers for the unit actually represented by the card), make your spot check. If it is a False Lead, or a unit with no SA that allow it to remain hidden (Stalk, Stealth, Lurk, etc.) it is automatically revealed with no need to Spot.

SA's already mentioned, and others like Camo, Smoke and Cover all play a part, here. They reduce the number of inches you must be within, and they penalize the LD check roll.

Spot

When spotting hidden units (such as a wolfbane commando unit, with Stealth ability), do I reveal the whole unit with a successful spot check or do I only reveal one model for each successful spot check?

Remember that hidden units are marked by an unit card until they are revealed. Therefore, you are actually spotting the card and not any individual model. So, once the card is spotted then the models would be deployed according to the rules for placing units after revealing a card. The tricky part of this is, only the unit (model) spotting and any squad that was "given orders to" by the spotting model can see the newly revealed models. (p 42 section 6.2.7 - Making a Spot Check - 2nd paragraph). Stalker.

Q: If a model that is in Stealth or Stalk mode (Concealed), and voluntarily reveals itself, is it seen by any model on the table, or only to the unit to which it revealed itself?

A: A model which voluntarily reveals itself (for example by attacking) can be seen by everyone.

Don't forget, for you Undead players out there, models in base to base contact break LOS to models behind them. make sure to arrange your UL's appropriately.

Stalk

When a stalk or lurk model choses to reveal itself to attack a model, who can now see it? the unit it is attacking, or the whole board?

Whole board. PFC Joe

Stalk - "a stalking model loses its Stalking status if it is successfully spotted by the enemy, or performs any Action other than to Move, Wait, Aim, or Concentrate." Lurk - "...have all the skills of a level six stalker..." Same as Stalk except at any point (outside of CC) if they save against an RC attack they insta-stalk again. When revealed it looks like they become regular units until they can re-enter Stalk. -PFC joe

The Stalk value is subtracted from the spot roll when attempting to spot the model, and yes it can re-enter stalk with the cost of 1 action with no enemy within 6" and LOS of the stalker. May only be attempted once per turn.

The Necromutant (or squad leader if it is still susceptible to morale issues) is still subject to morale issues. He still has to test after he's lost half his zombie squad. the UL's don't really care one way or the other, it can't get much worse for them. Zombies are immune to all effects of morale. They are still restricted to all the limits of command distance and squad coherency though.

Starshells

A starshell's purpose is to illuminate an area. It may be fired at an area that is, technically, beyond sight distance (due to darkness, not LOS). Therefore, the starshell may be fired, at night, with no penalty (other than range) as it is fired at an area. However, it only illuminates what's under the template, and nothing else. -dmcgee1

Units

Drop pod

Drop pod para-deploy: while the model does deviate it does not get captured. It opens when it is activated the turn after it deploys in. You may choose the facing. The squad is activated whenever you want on the turn after it paratroops in.

Doomtroopers

1) *Do Doomtroopers have to stay in command distance or can they act independently of each other*
2) Are Doomtroopers allowed any troop loadouts other than weapons.

1. they don't have to remain within command distance of each other.
2. only weapons load outs. (unless I hear from above that it's different)

They still activate as a squad, ie one after the other and they still take Morale and squad based tests together. Other than that they don't have to really bother with each other much. The Doomtroopers don't separate from the squad, as in FFT, they just don't have any sort of Command Distance coherency. It is spelled out in the "Doomtrooper Pairings" paragraph before the DT troop selections. Unfortunately Thom was a bit wordy when he coulda just said, "the Doomtroopers do not have to maintain Squad Coherency".

Greymourns

"Crewmen must stay in base contact with each other to fire the weapon. The crewmen move as a unit, with each using an action to move the group the mortar's MV stat in inches". They must stay in base contact with each other always or just if they want to shoot? Then they can avoid moving together? Can they ever use the personal MV rating (4)? Then why is it there?

In my opinion, the mortar is associated armament and cannot be dropped. -dmcgee1

Scorpion RL

Actually.... The Scorpion's RL is not indirect fire. This is a typo. It came up in the FAQ team discussions way back when and unfortunately the servers went down before it made it to popular discussion. If it were an Indirect fire weapon it would be the only RL that is as such as well as a never miss weapon as given that the RC of the Scorpion is so high and the damage of the weapon is as well. Couple that with the indirect fire ignoring Cover and the weapon could not actually miss. so yes. It is not an indirect fire weapon. -PFC joe

Rams air cavalry

No CC score; p.42 UWZ rulebook: "If Flyers wishes to Break Away from Close Combat, it does not to roll anything, even if an enemy model wishes to prevent it."

- (contested: CC=7; not a vehicle, no autobreak)

Warhound chieftain

2 wounds, 32 pt cost.

19th silent specialist – Jaeger commando

Use him just like the Golem of Darkness in Neronian Legionnaires squad - he deploys with 2 actions exactly in the center of the paradeploy template after the whole squad paradeploys.

HMG-85T

Can the HMG-85T be moved? It has MV=2, but the gunner has no MV rating.

he's correct, the entire model can move 2 inches. -PFC joe

Can the HMG-85T go in MP?

no. it can use cover though. -PFC joe

ORCA battlesuit

c) is the -3 RC penalty for instability for the HI HMG to be applied only if the ORCA moved during that activation?

C. If the Orca does not move there is no penalty. It is a glorified Bunker.

Golem of Darkness

Neronian Legionnaires don't have a squad leader. The Golem of Darkness comes down in the middle of the paradeploy template on the turn that the NL's paradeply in. he has two actions. You may not hold him in reserve.

Stahler

What is Stahler's Inspiration Level?

I'm pretty certain that this info was never put to print and the game creator is still M.I.A. I would suggest talking it over with your group and just come up with something reasonable (I'd suggest a 2 no higher than a 3) and then make it standard for your group. -Stalker Under Inspiration they list a value of 1 to 5 the highest value i found was a 3 and that was from 2 mini's in Bauhaus mitch hunter and the Mounted Hussar Bannerman so in my opinion since Stahler is from bauhaus and very charismatic he should have a 3 since it only effects Cultist. I hope everyone agrees since we have no official answer to this question. -Dragon62 Seems fitting. I'd say that only augmented or supernatural abilities could take it above a 3 for a normal Human based figure. -PFC joe

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