

## Chapter Approved Compilation Q&A (v3.0)

### Sisters of Battle

**Q. How do OTHER Imperial armies now treat Preachers et al. would they:**  
**a) have to buy them from the Heroes of the Imperium list and not benefit from the new CA rules,**  
**b) buy them from the Sisters of Battle list and gain all the abilities from that list or,**  
**c) something else?**

**A.** At the time of writing the answer is 'a', but (UK) White Dwarf 275 will contain an update on this subject.

**Q. Are the attack penalties of the Flail of Chastisement:**  
**a) 'stackable' (ie, if you have two models with Flails in base-to-base contact with an enemy model, would it lose two attacks down to a minimum of one),**  
**b) applied once per model no matter how many Flails of Chastisement are in contact with it or,**  
**c) something else?**

**A.** b

**Q. Similarly, are the morale penalties from two or more Blades of Admonition:**  
**a) cumulative,**  
**b) only applied once per unit, or**  
**c) something else?**

**A.** b

**Q. When a unit of Seraphim performs a Hit and Run manoeuvre, does the reference to the Seraphim making a fall back move mean:**  
**a) that they are falling back per the main rulebook and therefore could, in theory, face crossfire if their Fall Back corridor (realizing, of course, that the corridor can be in any direction) has an enemy model in it and that they must restrict their Hit and Run movement to a Fall Back corridor,**  
**b) simply that they are moving out of combat and all the rules for fall back are ignored so the Seraphim cannot be caught in crossfire and are not limited to moving in a Fall Back corridor,**  
**c) something else?**

**A.** a

**Q. Can Seraphim (or other Sisters of Battle units) use Blind grenades?**

A. Seraphim (or any other Sisters) may not use them - faith in the Emperor shall be their shield! Note that Blind Grenades have found a permanent home in the Cityfight armoury, where Sisters forces can of course use them along with everyone else.

**Q. What units 'exactly' can a Famulous get?**

A. The Sister Famulous may only take units from Codex: Imperial Guard. No other units whatsoever may be taken, and no special rules from other sources may be used (for example, the Deathworld Veteran upgrade from Codex: Catachans, under strength squads etc). The only units they may take are Hardened Veterans, Storm Troopers, Infantry squads (and Infantry Platoon Command Sections) and Armoured Fist squads. By extension, you could use Schaeffer's Last Chancers as they stand in Codex: Imperial Guard if both players agree to the use of special characters, but not in their updated form found in Chapter Approved.

**Q. About those Auspexes (Codex: Catachans p.20) are they:**

- a) squad upgrade, only detects ambushes and booby traps
- b) squad upgrade, use rules as per wargear item
- c) wargear item, only detects ambushes and booby traps
- d) wargear item, as normal
- e) no longer valid, as per 'newer rules take precedence' guideline.

A. Codex Catachans states that races without access to scanners and auspexes have an equivalent ability. The Sisters of Battle do not have access to such an item, and therefore treat it as a squad upgrade, so the answer is a.

**Q. As I read it, Command squads could be given to non-army characters (for example, an Inquisitor) is this right?**

A. Only the Canoness and Celestian Superior may be accompanied by a Celestian Bodyguard.

**Q. How about verification on the Independent Character Wargear rule ie, can a Canoness with a bodyguard take the Cloak of St. Aspira?**

A. Yes. The presence of a bodyguard does not affect an independent character's ability to use independent character only wargear.

**Q. Do Justice-pattern Immolators (with multi-meltas) still count as being open-topped if the crew shoot out of it?**

A. No.



**Q. Priests: if the squad they are in is wiped out, can/do they:**

- a) join a new squad without a priest**
- b) make Last Man Standing tests?**

**A. b**

**Q. If I equip my Immolator with a multi-melta does it still count as being open-topped as it will not have tanks of flamer ammo lying about?**

**A.** That's fair enough, only count the Immolator as open-topped if it is flamer armed.

**Q. Precisely under what circumstances are Seraphim allowed to use Hit and Run?**

**A.** When a round of hand-to-hand combat has been fought and both the Seraphim and at least one enemy unit have passed their morale tests and would otherwise continue fighting next move.

**Q. Are Redemptionist Zealots:**

- a) Characters, and thus targetable in close combat,**
- b) 'unit upgrades' and thus untargetable in close combat, or**
- c) something else?**

**A. b**

**Are Confessor Krynov and Uriah Jacobus, released as Chapter Approved way back in US White Dwarf 227:**

- a) totally replaced by the new Priest rules and thus no longer valid,**
- b) legal to be bought as part of a Priestly Delegation with all their special rules in WD intact, or**
- c) something else?**

**A.** c - treat them as special characters used with an opponent's consent. You could allow them to be bought 'as is' from WD with the addition of also treating them as a Confessor or Missionary as appropriate (Faith points, Fanatical, etc.) but count them as special characters that each take up an HQ slot to buy. Also, see Citadel Journal 49 for updated profiles of these, and other Sisters of Battle Special Characters.

**Q. If you attach an independent character (say a Canoness or Celestian Superior) to a unit of Seraphim, does the unit:**

- a) lose its 'Hit and Run' ability because the Canoness doesn't have that ability in the same manner that Space Marine Scouts with an attached**

character cannot Infiltrate,

- b) keep the ability because the Canoness has joined the squad and any time a unit falls back (which the rules for H&R state the unit does) the character has to go with them, or
- c) something else entirely?

A. a

## **ACTS OF FAITH**

**Q. If a unit of Redemptionists with exterminators fires them and uses Divine Guidance, does it guide the hits from:**

- a) just the exterminators,
- b) just the 'normal' close combat attacks,
- c) both or,
- d) the player must choose one or the other for the Act to work on?

A. b

**Q. When you Divine Guidance hits from a flamer do you:**

- a) ignore the Guidance for the flamer's hits since flamers don't 'roll to hit',
- b) apply the Guidance as normal since placing the template is more or less the same as 'rolling to hit', or
- c) do something else?

A. c - apply the rule to the to wound roll like it says in the rules!

**Q. Can members of a Priestly Delegation join units that are legally part of a Sisters of Battle army, but are not 'of' the army such as Deathwatch, Grey Knights, or a 'loaned' Imperial Guard squad?**

A. No.

**Q. Can a Faithful independent character, such as a Canoness join a non-Sisters unit, and does she make the unit Faithful.**

A. This is potentially tricky, but we'll say that yes; she can join the squad, but its members do not become Faithful. Any Acts of Faith she uses will only apply to herself, not the unit. Also remember that an independent character that joins a squad will cancel out such special rules as *Fearless*, *Infiltrators* etc if she herself does not have them.

**Q. Do Faithful squads like Seraphim get the "martyr" bonus?**

- a) Not at all
- b) when their Sister Superior is killed
- c) When the squad is wiped out
- d) something else?

A. When the squad is wiped out.

**Q. Does the martyr bonus apply for faithful models or squads that fled off the table?**

A. Only models or squads removed as casualties count for providing their Faith again. Martyrs inspire the cause, not cowards!

**Q. If you fail the Leadership test to use an Act of Faith, can you use another point and attempt the same Act again?**

A. No.

**Q. Is a Faith point spent only when a Leadership test for an Act of Faith succeeds, or regardless of whether the test succeeds or not?**

A. Each attempt at using an Act of Faith costs one Faith point. If you fail the subsequent Leadership test the point is still spent.

**Q. Say I'm fighting in an assault against a single enemy unit whose members have different Initiatives (say, an Exarch and his Aspect Warriors, or some Space Marines accompanied by a Veteran Sergeant with a Powerfist). How and when do I use Spirit of the Martyr, which is supposed to be invoked after a single enemy unit's attacks?**

A. All the solutions we looked at for this were incredibly complicated so the best way forward is to use the Act of Faith at the start of the assault phase.

**Q. A Faithful unit is described as one "currently containing" a character that has contributed Faith points. How does this affect a unit when that character is killed in the middle of a phase? For instance, the Preacher of one of my Sister units suffers a Mind War from an Eldar Farseer and dies; is my unit now unfaithful in terms of any further Eldar units shooting at them during that same phase?**

A. Yes; as soon as the Faithful model is removed the unit is no longer Faithful.

**Q. The rules for Divine Guidance state "The Act can only be used once for a given unit after resolving its hits during shooting or in an assault", does this mean the Act can be used:**

- a) once per game,

- b) once per turn,
- c) once per phase.

A. Once per phase.

**Q. Some Acts of Faith are confusing. Can you clear up how they are all intended to be used?**

A. Okay, here we go:

**Divine Guidance:** A single unit can attempt Divine Guidance for both shooting and assault in its turn (or the enemy's). Any number of units can do this in a turn, provided they meet the requirements for invoking an Act of Faith. You just can't try again with the same unit in the same phase if you fail.

**Spirit of the Martyr:** There are few limitations on this Act beyond the standard Acts of Faith requirements and its own restrictions. Any number of Faithful units may attempt it in a given phase. A single unit can be fired on by several different enemy units in a phase, and attempt to invoke Spirit of the Martyr each time in response to the casualties inflicted. The same holds true for the assault phase if the unit is in combat with several different enemy units. If you fail your Leadership test for any of these attempts, take your full casualties from the enemy unit in question and move on to the next results.

**The Passion:** Only operates on the Sisters of Battle player's turn, but can be attempted even while already in close combat. The Faithful unit(s) are still considered to have a "shooting phase" during close combat (even if none of them can shoot), the only difference being that the extra movement for the Act is irrelevant and ignored.

**Light of the Emperor:** At the start of your turn, as long as at least one Faithful unit is on the board, spend a Faith point from your pool. If the test is successful each fleeing faithful unit automatically regroups so long as it is coherent, and is outside of 6" of any enemy.

### **Feral Orks**

**Q. Can Squiggoths move and fire heavy weapons?**

A. Yes, treat them as walkers in this respect. Also remember to use the Squiggoth's BS when firing as this represents the difficulty of firing from a swaying howdah. While discussing Squiggoths one further note to bear in mind is that because they have a transport capacity independent characters may not 'join' Squiggoths, they may ride on them but that's all.

### **Deathwatch**

**Q. When you buy a Deathwatch marine for a tactical squad does he come with the frag grenades and melta bombs that the Death watch kill team members get or does he just get his normal gear plus any ammo you buy him?**

A. Just the standard gear, you may add grenades if they are available as an upgrade for the squad he is a member of.

## **Kroot Mercenaries**

**Q. Kroot Hounds purchased as "wargear" for the Master Shaper and the Shaper Council: do they count towards casualties, or are they in essence, just wargear?**

A. Kroot Hounds aren't purchased as wargear (they're not in the wargear / armoury list). They form a unit with the Master Shaper or Shaper Council, and so they do count towards squad size, casualties etc.

**Q. Does a Master Shaper with Kroot Hounds still count as an Independent Character, with all the IC rules applying to it?**

A. He counts as an Independent Character in terms of purchasing wargear. They form a squad with the Master Shaper and must maintain unit coherency with him. The Master Shaper reverts to Independent Character status if all the hounds are removed as casualties. This means the Master Shaper cannot join other squads while accompanied by Kroot Hounds.

**Q. If I want to attach some Kroot Mercs to another force under 2000pts and I take a Kroot HQ choice can I take a Shaper Council or do I have to take the Master Shaper?**

A. The Master Shaper is only compulsory in an all-Kroot Mercenaries army.

**Q. Do Kroot have to worry about setting off their own punji pits?**

A. Punji Traps are placed in woods/jungle and set off by rolling a double on a difficult terrain test; Kroot don't make difficult terrain tests when passing through woods/jungle so they can't set them off.

**Q. Should the Kroot get to use their fieldcraft abilities, special saves, traps, and ambushers when fighting on battlefields with lots of woods, not JUST jungle?**

A. Fieldcraft etc yes, Booby Traps and Ambush are rules specific to Jungle Fight and therefore may only be used if the players have agreed before hand to use the Jungle Fight rules.

**Q. When a squad has a Krootox attached, (or any big beastie you may think up) can the beast be fired at with the Tyranids rule, "Shoot the Big ones", or are they considered part of the unit, and can only be directly affected by templates? Does this go for any lone beasts, too?**

A. Treat Krootox as any other member of the squad (if we do any big beasties that need the 'Shoot the Big Ones' we'll think about it then).



**Q. If the Kroot Mercenary list is used to form a second detachment to an army (such as IG), can the Kroot list make use of 'Kroot-only' bonuses (such as Evolutionary Adaptions, Kroothawk totems, ect.)?**

A. Yes, it's essentially two discrete armies fighting on the same side.

**Q. If an enemy squad assaults a Kroot squad with the 'Chameleon' adaptation, does the squad count as being in cover for working out who goes first?**

A. The Kroot get a 6+ cover save; they don't actually count as occupying cover in any other sense.

**Q. Can Kroot that are Infiltrating use an Auspex? If they can, can you clarify how it would work?**

A. It would work as normal, the only thing to remember is that the item's description refers to it only being usable against enemy Infiltrators, so even if there are normal troops within range, going by the rules as written, you can still only fire at Infiltrators. If you could fire at normal troops as well the auspex would be worth a lot more than 2 points, and I'm not going to start tinkering with it here...

**Q. Do totems count toward the wargear allowance?**

A. No.

**Q. Say a Shaper has a Kroot rifle and a power weapon. If it charges into combat, would it be able to make 4 powered attacks plus 1 normal attack?**

A. The description for the Kroot Rifle in the Kroot Mercs list states that it cannot be combined with another weapon in close combat. In your example, you could choose to take 5 normal attacks (3 base, +1 for the rifle and +1 for charging) or 4 power weapon attacks (3 base, +1 for charging). I know which I'd choose!

**Q. If you used a veneration charm on a Kroot rifle, would it allow you to re-roll a missed 'to hit' roll in close combat?**

A. No.

**Q. Would a Vindicare Assassin's 'Shield-Breaker' shot ignore the Mark of the Favoured Child?**

A. The Mark is not part of the Shaper's basic profile, so the special ammo would

ignore it.

**Q. It would seem that Kroot armies can't be used in games over 4,000 points, as it would not be able to meet the HQ requirements of the force organization chart. Is there a way to get around this restriction?**

A. Use the rules for multiple detachments, with each detachment as a separate Kroot Mercenary army.

**Q. Can Headhunters use their special attack up to 2" away (they are adapted for spitting, after all)**

A. Nice try, but no.

**Q. You DO realize that a full herd of Krootox would cost 1,181 points (add 20 ,40, or 43 points for Evolutionary Adoptions), don't you?**

A. And your point is....?

**Q. Can certain members of a headhunter squad choose to use the poison attack, and others not? Mainly, when fighting against a wraithlord or something of similar Toughness, can the normal headhunters use their poison attacks, and the shaper use his basic attacks in order to use a power weapon or eviscerator?**

A. The Kroot follow the lead of the Shaper, so will do the same as him. In other words, all members of the kindred have to use the same attack mode.

**Q. In Kroot Hound packs and Krootox herds, do the hounds and ox count toward the maximum squad size of 20?**

A. In both cases the minimum/maximum numbers refer to 'Kroot'. This means Kroot warriors, and does not refer to Kroot Hounds or Krootox.

**Q. If a Shaper is killed, can the Kindred then pursue after winning an assault?**

A. The Eaters of the Dead special rule says that squads led by Shapers must always pursue. It follows then, that if the Shaper is dead he is no longer leading the squad so the special rule no longer applies.

**Q. Can a Legion-specific Chaos army (e.g. Thousand Sons) that stipulates that all units must take a Mark of Chaos make use of Kroot Mercs?**

A. They can use them as a second detachment in large games, but not as part of a single-detachment army.

**Q. Bearing in mind that the list says "Any army...", which of the following "specialized" armies may take kroot allies?**

- a) Steel Legion
- b) Kult of Speed
- c) Imperial Guard Tank Company
- d) Chaos Cult Legions (Thousand Sons, Death Guard, etc)
- e) Elysian Drop Troops
- f) Farsight Enclave (they aren't a "real" Tau army are they?)

A. A, b c and e yes. D, see the answer above; f no, as they are a variant Tau army, who aren't listed in the Kroot Mercenaries army list as being able to take them.

**Q. Since Kroot do not roll for difficult terrain when moving through woods, do people that they assault in woods get to count as "in cover" when being assaulted by kroot?**

A. Yes.