



As well as delving into the lower slopes of the Roolz Boyz' letter mountain, Jervis and Andy have their spies scouring the Internet for your rules queries.

So, if you have a question, don't hesitate to write or phone in and ask (or beep down your modem)!

& Questions Answers

Q In Warhammer 40,000 does a model only benefit from cover if it is in base-to-base contact with it?

A No, models which are partially obscured by intervening cover gain the benefits of it as well, though models which are less than half obscured by hard cover should only count a -1 to hit modifier, not -2.

Q Does the Warhammer magic item *The Black Amulet* work against the *Black Axe of Krell* (the *Black Axe*'s card says it ignores armour saves, including magical armour)?

A Yes it does, because the *Black Amulet* is a protective device which negates wounds on a 4+, rather than providing a magical armour save. We

receive many questions like this one, and in most cases a careful reading of the magic item cards involved will provide the answer to the question. Basically, there are three ways a model can avoid damage in Warhammer: Normal Armour Saves; Magical Armour Saves; and Protective Device Saves (you can look up which category a magic item falls into in the Arcane Magic rulebook).

If an attacker's magic item card says "no save is allowed" against it, then it will work against all of these items. If it says "no armour saves" are allowed, it will only work against normal, non-magical, armour. And if it says "no armour saves, not even for magical armour" then it will work against the first two types, but not against Protective Devices.

Q In Warhammer 40,000, can a Lictor fire its flesh hooks at two separate targets?



If a piece of cover partly obscures a model's target, the model will suffer a to hit penalty, regardless of how far from the cover the target actually is.



If you have any questions or comments about any of our games or other aspects of the hobby, why not write to the Roolz Boyz at:

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A No, but I can understand the confusion over this one. It's not terribly clear in the Lictor or flesh hooks descriptions in Codex Tyrannids (though, weirdly enough, it is clear in the biomorphs) and I got it wrong in a recent battle report – sometimes I wonder how I sleep at night!

Q Can a Warhammer 40,000 model carry anything in a hand which is equipped with a lightning claw (in other words, could I use it to fire a pistol or throw a grenade, etc.)?

A Although this is not stated in the rules, common sense dictates that the answer is no.

Q The magic item *Mork's War Banner* kills any wizard it touches. Is it just wizards, or is it any model that can cast spells?

A Any model that can cast a spell is affected, including Greater Daemons or a model equipped with the *Crown of Sorcery*.

However, *Mork's War Banner* doesn't affect models who have a magic item which casts a spell, but who cannot cast spells themselves. So a model with the *Ring of Volans* (which casts a spell for free once per battle) or the *Banner of Wrath* (which unleashes a *Lightning Bolt* each magic phase) won't be

NECROMUNDA

Q Can seriously injured models use skills between games (ie *Inventor*)?

A No, they're lying around going "Oww!" a lot...

Q Can a model with the *Infiltrate* skill set up in hiding?

A Yes, as long as the scenario specifies that your gang can set up hidden.

Q Do you have to use the *Medic* skill to reroll serious injuries as soon as they are rolled, or can you wait until you have rolled all of your injuries and then decide which ones to reroll?

A You must use the *Medic* skill to reroll as soon as the injury is rolled.

Q A fighter with the *Armourer Techno* skill gives everyone in the gang +1 on their ammo rolls. What happens if you get several models with the *Armourer* skill, do you add the bonuses together?

A Hmmm, having multiple *Armourers* would simply mean that weapons were more fully checked before the game. So, yes, I'd say the bonuses add together, bearing in mind that an ammo roll of 1 is always a failure.

Q In a *Necromunda* campaign, if you fail an ammo roll or the weapon explodes, is it lost forever?

A No, the weapon is supplied with extra ammo or repaired after the game.

Q In *Necromunda*, can I climb up and down ladders at the same rate?

A Yes, as stated in the terrain section of the rules, ladders are treated as clear terrain, so each 1" you move up or down a ladder costs 1" of your move (it's assumed that gangers, having spent all their lives in the Underhive, can scamper up or down ladders with equal speed). As most ladders are 3" long this generally means it cost 3" of movement to go up or down.

Q Do you have to test for falling if you are already pinned within 1" of an edge and get hit again?

A No, you only test when you are pinned, not hit.

Q The weapons list for heavies doesn't say they can have basic weapons, but some heavy models have them, what's going on?

A Oops, it's an oversight on our part I'm afraid. The models are right, heavies can have basic weapons.

Q The Delaque skills list summary is different to the one in the main section of the book. Which one is the correct version?

A The one in the main section of the book is correct (I hate summaries, they always do this!).

Q Do hired guns count towards the number of members in a gang when working out income?

A As is clearly stated in the rules they do not, they pay for their own supply of rat-burgers and ammo out of their hire fee.

Q What happens to a model that is on fire from a flamer weapon at the end of the game?

A Treat him as being down, so he will suffer a serious injury on a D6 roll of 4+.

Q Can you roll to see if fighters with *Inventor* invent something as soon as they get the skill?

A Yes, that's how the gang finds out!



affected, because it is the item that casts the spell, not the model.

Q Can the Warhammer 40,000 *Ablative Armour Vehicle* card save against an attacks by buzzer squigs or a Palsa Rokkit?

A No, the *Ablative Armour* card only works against weapons which punch through armour with an armour penetration roll. It would not work against an Eldar Distort cannon attack either, for example.

Q In Warhammer 40,000 can you take an Overwatch shot at Eldar Swooping

At the Studio we have a house rule that a model that can't get to the top or bottom of ladder in one go isn't allowed to use it, but this isn't official and is just the way we play. Alternatively, you can note down whereabouts on the ladder a model is on a piece of paper, or show its position with a lump of blu-tac.

Q Can you climb up or down levels without using a ladder?

A Yes, providing there are plenty of handholds (ie it's obviously climbable). Climbing up or down a level without a ladder is done at half movement rate.

Q Do you deduct the value of any models missing a game (either because of the particular scenario rules or because they are suffering with an *Old Battle Wound*) from the gang's rating?

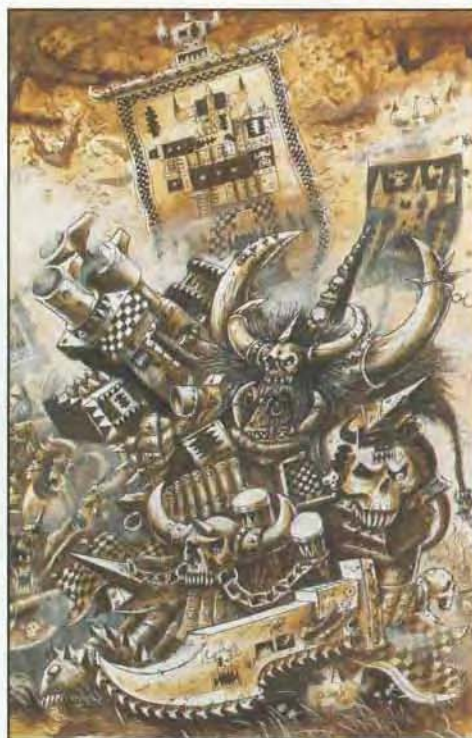
A No, the gang's rating is based on its total value, not just who turns up on the day.

Q Should plasma pistols have a sustained fire dice on maximum power, as in Warhammer 40,000?

A Yes, they should have one sustained fire dice.

Q If I have a model with *Rapid Fire Skill* (2 shots if you remain stationary), *Fast Shot* skill (one shot per attack the model has, let's assume 3) and *Gunfighter* skill (can fire one pistol with each hand), that's a potential 4 to 12 shots per turn depending on how you count it! Is this allowed, and if so how do you add up the shots?

A OK, (takes deep breath) *Rapid Fire* and *Fast Shot* cannot be combined as they each modify the same thing (ie how many shots you can fire with your gun). In other words, you can either choose to



LAI TO REST...

Q Is Ghazghull Thraka effected by a Vortex grenade if he has called on the power of the Waaagh since this makes him invulnerable?

A No he isn't, as long as he had called up the Waaagh before he was hit by the Vortex (some players think that they can wait until Ghazghull is killed by an attack and then call up the Waaagh to save him - this just isn't the case!)

have two shots for the *Rapid Fire* skill or one shot per attack for the *Fast Shot* skill, not both!

The *Gunfighter* skill allows you to fire this number of shots with each pistol, so it would mean you multiply the number of shots you can fire by two (but remember that the two separate pistols' stat lines are used for the respective shots). You should roll each shot one at a time because of the chance that failed ammo rolls will stop you firing.

Also note that a plasma weapon on full power can only get a maximum of one shot per turn.

Finally, if you hit with more than one of your shots, you do not have to fire them all at the closest target (since things get confusing if you take a model out with your first shot). You can allocate second and subsequent shots that hit to nearby targets, just as if the model were firing a sustained fire weapon and managed to score multiple hits.

If you think this can make a rather gross character, you're right! But A) You would have to be exceedingly lucky to roll all of these skills, and B) Have you seen any John Woo movies?



Q&A

Sometimes a situation arises where there is no obvious solution (*Total Power* vs a *Collar of Khorne*, for example). In these situations, roll a dice to see which side "gains the upper hand" (in this example, whether the spell works or is automatically dispelled). This sets no precedent and you should roll every time the situation occurs.

Hawks or Tyranid Gargoyles as they take off to start flying high?

A Yes, measure the range to where the models are starting off from. It can be imagined that the troops are shooting at the flyers as they take off and rise above the level of any intervening trees, buildings hills, or other terrain.

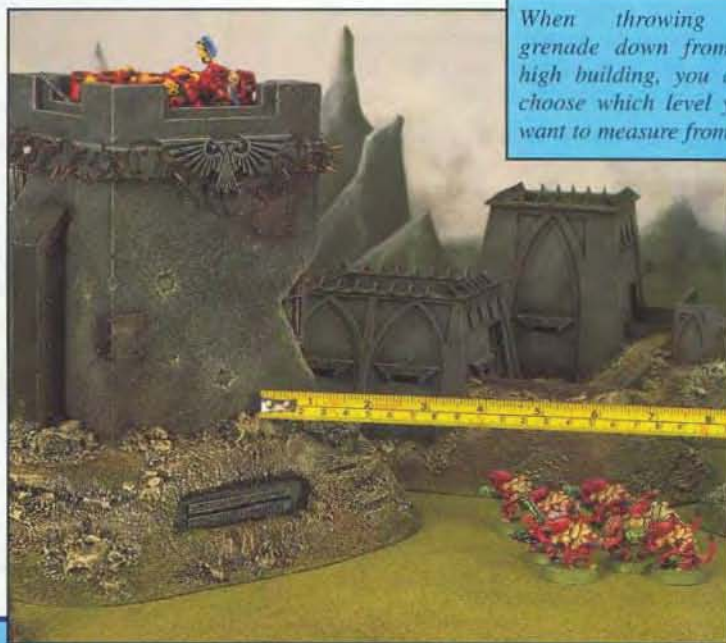
Q What happens with grenades being thrown from the top of tall buildings, etc?

A Good question. We'd guess that what you'd do is this: if you're throwing a grenade down from the top of a tower or something, you can measure the range from any level of the building. If you're throwing towards something on the

same level or higher up, measure the range from the actual position of the model.

So that's this month's batch of questions answered. You know, your questions are as useful to us as the answers are to you – so don't stop sending them in!

When throwing a grenade down from a high building, you can choose which level you want to measure from.



RAPID FIRE!

Although we will try our best to answer your questions, there are a few things you can do to help out Da Roolz Boyz. Firstly, if at all possible, phrase your question so that it can be answered with a "yes", "no" or a number (eg 3"). Secondly, if you are referring to a particular sentence or paragraph, please quote the page number so that we can quickly find what rule you're talking about. Lastly, we can't possibly answer every question in *White Dwarf*, so please send a stamped, self-addressed envelope for your reply.

In Warhammer 40,000, do Virus weapons and the *Virus Outbreak* Strategy card work against daemons?

No.

Is the autocannon a move or fire weapon?

Yes.

If you fire a plasma pistol in hand-to-hand combat does it have to recharge next turn?

Yes.

Can an Ork in Mega armour ride on a boar or Cyboar?

No.

In Warhammer 40,000 can you charge a hidden model or one you can't see at the start of your move?

Yes.

Do Skaven Plague Censer Bearers have test to see if they are poisoned by their censers every turn, or just when they are in combat?

Only when they're in combat.

What is the range of the Librarian psychic power *Quickening*, is it 3" or 6"?

3"

