

# FREQUENTLY ASKED QUESTIONS

The following are common or expected questions about the special play style and rules for the unofficial *Recon Squad* skirmish variant<sup>1</sup> of Games Workshop's *Warhammer 40,000*.

Many of these are due to the Army Of One rule dividing standard multi-model units into single model units in Recon Squad, the defining feature of skirmish level 40k. This is problematic when a single model, like an upgrade character, or individual piece of wargear provides special rules to the whole squad. Those rules would no longer apply to any models except the special one or wargear bearer, as they would be in a separate unit from their squadmates. However, in those cases, the Side Effects rule for Recon Squad enables those models from the squad within 3" of the source to use the effect. It also applies those rules before deployment, e.g., to infiltrate.

Further questions should be brought up on the Philadelphia Area Gaming Enthusiasts' forum:

<http://pagegaming.com/forums/>

## ARMY SELECTION

*Do normal build requirements apply other than the restrictions here? For example, do I need to select a Necron Overlord to take a Royal Court? Or a Space Marine Captain to take a Command Squad?*

Yes, all of these rules still apply.

*Are units that don't occupy a FOC slot, like Space Marine Servitors, Necron Royal Courts, and dedicated transports, allowed?*

Yes, following the usual restrictions and rules.

## TRAITS

*Does choosing Scout as a specialist trait permit the model to be placed into Reserve and then Outflank?*

- No. Only mission specific rules and the Tactical Genius strategem permit placing units in reserve, as per the No Holding Back rule.

*Do the Sniper and Tank Hunter specialist traits only apply to one weapon, like many of the others?*

- No, they are intentionally not marked as such. All the model's possible attacks benefit.

*When exactly are stratagems declared?*

- After the winner of the roll-off to determine deployment order has decided to go first or second, but before either player begins deployment. I.e., you will know whether or not Just As Planned is applicable.

## GAME RULES

*Are conjurations permitted?*

- No, units may not be summoned. The Help's Not Coming rule implicitly prohibits all conjurations.

*Can witchfire shots be divided as per Recon Squad's Unload rule?*

- Yes.

## ASTRA MILITARUM

*How does Commissars' Summary Execution apply?*

- Due to the Side Effects rule, anytime a model from the Commissar's original army list selection fails a morale test while within 3" of the Commissar, that model is removed as a casualty. That's pretty harsh, so Guardsmen worried they might look weak in front of the Commissar should stay 4" away! Note that due to the We All Die Alone rule, Independent Character Commissars simply don't apply Summary Execution—they cannot be part of a unit.

*How do Medi-Packs work?*

- Any models from the medic's original army list selection have Feel No Pain while within 3" of him, due to the Side Effects rule.

## ORKS

*How do Boss Poles work?*

- Due to the Side Effects rule, whenever a model from an army list selection including a Bosspole fails a morale test while within 3" of the Nob with the Bosspole, that model may take a wound (and the save against it) in order to reroll the morale test.

*How does Snikrot work?*

- All the models from his original army list selection would have the Move Through Cover rule while within 3" of Snikrot. Unless the mission notes otherwise, they would not be able to deploy in reserve due to the No Holding Back rule. However, if the missions permits reserves, they would all be able to enter from any table edge as the Side Effects rule confers his

<sup>1</sup><http://rocketshipgames.com/games/recon-squad/>

Ambush rule to the other units in his army list selection before deployment. Similarly, when deploying on the table, they may all Infiltrate.

## CHAOS DAEMONS

*How do Pink Horrors of Tzeentch work?*

- Due to the Army Of One rule, Brotherhood of Psykers/Sorcerors would not apply directly. However, the Cast A Spell On You rule adapts Brotherhood such that on each turn, one Pink Horror per army list

selection would be able to make the Horrors' psychic shooting attack. This is resolved as usual.

## SPACE MARINES

*How does Sgt Telion work?*

- Like a badass. Any scout from his squad within 3" of him receives the Stealth USR. Further, if he does not shoot or run in a shooting phase, one scout within 3" of him may use his ballistic skill, per his Voice of Experience rule adapted by Side Effects.

