

Back in 2016 Ray Bell and Bob Henderson were so kind to answer a few questions asked by the community. You may use these as a semi-official answer since they are only answered in my mailbox and copied to the forum (specialist-arms).

Squadron separation: *When squadrons get separated it's up to the player to decide which ship they wish to use to base their squadron off. When this occurs you must try to do whatever you can with the separated ship to rejoin the squadron. You can't BFI when separated.*

The Bait, determining points value of a fleet regarding restrictions: *The total value of your fleet (up to 750pts) is what you use to determine your character/fleet requirement.*

Planetary Assault and defender disengagement: *This scenario ends in a victory for the attacker if the defender disengages(i.e throws in the towel) or is destroyed(including defences).*

Mark of Tzeentch and Bridge Smashed: *The Mark of Tzeentch is still useable if the bridge is smashed as it's a ship upgrade.*

Prince Yriel: *Treat this character as an Eldar Hero (Ld 10), with one re-roll, aspect warriors, vampire raiders and a fleet attack rating of 4. For 150 points. May buy up to 2 extra re-rolls at 25pts each.*

Mimic Engines and launching ordnance: *You can launch Attack Craft and Torpedoes and maintain your target immunity in turn 1 as long as your ordnance doesn't initiate contact with the enemy.*

Impalers, determining owning ships when destroyed: *When Impalers are lost the owning player decides which ship from squadron loses its Impaler. This does mean you have to keep track of which Impalers come from each squadron.*

Necrons in Scenarios: *The Necron Harvest Fleets are a Major Raid fleet as such are suited to only a few scenarios. Convoy, the scenario offers you the ordnance/transport regardless of the fleet being used. Planetary assault, in the current background it seems quite reasonable for them to enslave an Imperial world and use their defences.*

Tyranids and Necrons in campaigns: *There are no official complete rules for campaigns for these fleets as such it's up to players to decide whether to use unofficial or house rules.*