



# Australian and New Zealand Warhammer 40k FAQ

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The Australian and New Zealand Warhammer 40,000 FAQ (ANZ FAQ) provides players the comfort of knowing how a rule will be played at a given event. Tournament organisers (TOs) will have less rules questions on the day and can concentrate on the event itself.

The ANZ FAQ began by collating a number of well-established international FAQ's and is continually updated by a [team of representatives](#). Each state in Australia & New Zealand may have 2 representatives. The role of these representatives is to discuss and vote on the rulings within this document. This is a living document with updates on our [community Facebook page](#). Rulings use the following set of guidelines:

- Each ruling should represent the broader communities gaming interests.
- Each ruling should be intuitive
- Each rule should function thematically if possible
- Each rule should deviate from the rulebook as little as possible

## How will Rules as Written (RAW) vs Rules as Intended (RAI) be handled?

The ANZ FAQ Team will debate any given rule providing rules quotes and potentially other rulings as precedent. Where necessary, a vote will take place. Any given vote will require at least 5 of the team members to vote, and 3 States/Territories/Countries to be represented. Each of these votes will last 5 Days unless a team member requests an extension. To determine what the RAW response is. If a decision can't be made on how the rule is interpreted in a RAW approach the vote will require a 51% majority to pass.

Once a RAW response has been determined, team members have the right to request a RAI vote. They need to provide the team with reasoning of why they believe this vote is required. This vote will require a 66% majority vote. In the case where there are 2 or more RAI options then 2 separate votes will take place. The first is to determine if the RAW or a RAI approach will take place, this requires the 66% majority mentioned prior. If this vote is passed then a 2<sup>nd</sup> vote with the 2 or more RAI options, this time only a majority will be required (51% in the case of only 2 options).

## When will we use Team votes vs Community votes?

This will be on a case by case basis. A document of this size is difficult to maintain and keep relevant when a cast of many are debating outcomes. With this in mind, the ANZ FAQ Team will vote on rulings as listed above and where it deemed appropriate by your representatives, a vote may take place where the broader community can participate. Each vote will have a time frame, a clear set of options to choose from and dictate how many people are required for this vote to be treated as a "valid vote". The Community Votes will follow a similar structure as per the RAW vs RAI approach above.

## GW FAQ's

The rulings published by GW can be found: <http://www.blacklibrary.com/faqs-and-errata.html>. In the rare instances we as a community decide not to use a GW ruling, it will be included in this document. Each heading in the FAQ has been updated with a link to the relevant GW FAQ.

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## GENERAL

1. To start a game, use the following procedure :
  - a) Roll-off: Winner places the first objective. Players then alternate placing objectives until all are out, except for Emperor's Will objectives.
  - b) Roll-off: Winner chooses deployment zone. Players now place their Emperor's Will objective first.
  - c) Roll for Warlord Traits, beginning with the player who chose deployment zones
  - d) Roll for Gifts, Boons and any other pregame rolls, beginning with the player who chose deployment zones
  - e) Roll for Psychic Powers, beginning with the player who chose deployment zones
  - f) Roll for Night Fight
  - g) Roll-off: Winner chooses whether to deploy first or second. Fortifications are placed during deployment.
  - h) Roll off to deploy Infiltrators
  - i) Player who deployed first now decides who gets first turn
  - j) Roll off for Scout moves.
  - k) Seize the initiative Let the fun begin
2. Unless specified otherwise, army specific special rules do not affect an opponent's army, especially in the case of two players using the same type of army.
3. When a model has a Power or Force weapon, the chosen weapon must be specified on the army list and comply with the WYSIWYG rule.
4. True measure of distances – Measuring distances must be done in 3 dimensions, especially in the case of models placed in terrain sporting several levels, or vehicle hulls which have vertical parts. Measure the distance from base / hull to base / hull by holding your tape measure at an angle as necessary.
5. Units generated during the game that were not purchased as part of a player's army list (e.g. Chaos Daemons Portaglyph summoning daemons) are considered part of the owning player's army, but are in their own Detachment. This means they do not benefit from any Command Benefits of other Detachments included in the army (such as Objective Secured). Tyranid Tervigons spawning Termagants are the exception to this.
6. Models performing a run, turbo-boost, flat-out, Eldar jet bike or jet-pack assault move follow all the rules for movement and are to be considered as a movement unless specified otherwise. This means amongst other things that vehicles can turn before and during this move and that bikes or jet bikes do not have to make that move in a straight line. This also applies to Daemon Screamer's special attacks.
7. Abilities or wargear that triggers when things come from Reserve, like Coteaz's "I've been expecting you" or the interceptor special rule do not apply to units that simply arrive using the deepstrike rule (e.g. gate of infinity, Ghostwalk mantle) without actually arriving from reserve.
8. Look out sir applies whenever a wound is allocated to one of your non-vehicle characters. As such, unless specified otherwise, look out sir rolls apply when being subject to special attacks that are neither shooting nor assault. Like in the case of slash attacks, sweep attacks, Vector strikes or the Mawloc's "terror from the deep" ability.
9. If any random or specific rolls need to be made during a turn, the active player is the one who rolls the dice. Consider Psi-shock for instance: a unit containing at least one Psyker is hit by a weapon with the Psi-shock special rule, one randomly determined Psyker model in that unit suffers Perils of the Warp in addition to any other damage. As it is the

active player's turn, fateweaver would not be able to use his reroll to change the result of the randomly determined psyker.

10. If a unit is forced to target the closest enemy unit (whether it is for shooting attacks or launching assaults) this must be to the first legal/valid unit possible. Eg. If the unit only contains blast weapons and the closest target is a flyer, then pick the closest unit that can be targeted.
11. When applying destroyer weapon hits in a challenge, roll on the destroyer weapon chart for each hit separately and resolve its effects. If the combatant in the challenge is not slain, continue to resolve the hits vs the enemy character. If the enemy character dies, continue to allocate each remaining destroyer weapon hit to any attached unit where applicable.
12. Look our Sirs for Destroyer Weapon Hits are made before determining the D3 or D6 for random number of wounds.
13. Units not listed in a formation may not be taken as part of that formation. E.g. Cypher, Ministorum priests, Meks, Primaris psykers, Enginseers etc. Dedicated transports are the exception to this (if the formation doesn't specifically disallow it).

## THE TURN

1. Ongoing effects (like soul blaze, maledictions, etc...), reduced characteristics, or any other modifier of the sorts, that were active on a unit or model before leaving play (leaving combat airspace, entering ongoing reserves, being removed as a casualty) will continue to affect models/units for their full duration. E.g. a FMC with a soul blaze counter will roll to see if the flames die out regardless of whether he is on the table or not at the end of the turn. The same applies for things like it will not die and other abilities.
2. "Forgetting" reserve rolls is a delicate matter as it might offer one player an advantage. It is BOTH players responsibility to remind each other of this and to keep track of what units they have in reserve at any given time.

If you or your opponent do forget to roll for reserves:

- a) If both players agree, proceed to do the reserve roll, taking into account the position on the board at the time when reserves should have arrived or simply roll again next turn.
  - b) If a reserve roll is missed for consecutive turns, or if both players don't agree how to handle a specific situation call a referee.
3. If a unit is prevented from moving fully onto the board when arriving from reserves because of other units already there or impassable terrain, it is not placed on the table and is considered destroyed. Units that can fly / jump over enemy units (skimmers, jump/jet infantry etc.) may use their abilities to move onto the board through a board edge otherwise blocked by enemy units.
  4. Drop pods from all army detachments are pooled together for determining which 50% arrives via the drop pod assault rule (at the players discretion).

## THE MOVEMENT PHASE

## THE PSYCHIC PHASE, PSYKERS AND PSYCHIC POWERS

1. If all of a models psychic powers come from a single discipline (set or otherwise generated, except force) it will benefit from psychic focus (e.g. Tyranid Broodlords).

2. Unless otherwise specified, a psyker with a mark of Chaos or a Daemon of a particular Chaos god can never make use of Psychic focus, but Chaos psychic focus always applies.
3. Banishment only affects models with the Daemon special rule within the targeted unit.
4. Conjured units are considered part of the owning player's army, but not any specific Detachment. This means they do not benefit from any Command Benefits of any of the Detachments included in the army (including Objective Secured).
5. Conjured units can deepstrike within 12" of the summoner even when they would be considered "come the apocalypse" allies.
6. Units or models able to re-roll failed Psychic tests must re-roll all dice involved unless specified otherwise.
7. While terrify is a malediction that lasts until the start of the players next psychic phase, only 1 morale test is to be taken.
8. When a unit in CC gets affected by terrify and fails its morale test, if the unit leaving would cause the combat to end, other units in the combat are immediately allowed to try and sweeping advance but can't consolidate.
9. Similar to the rules of "one eye open" a swooping FMC under the effect of dominate ( after failing the movement Ld test) cannot pivot and must move 12" only.
10. When successfully manifesting possession, the psyker in question would give up first blood and a kill point.
11. A vehicle with the psychic pilot rule that suffers a perils of the warp (1) result and fails its leadership is removed. Any units embarked upon that vehicle suffer D6 str 6 ap1 hits.
12. Nova powers cannot be cast while the psyker casting the nova is already locked in combat as it counts as a shooting attack, but will affect other units already locked in combat.
13. For beam attacks only one unit that has a model under the line can attempt to deny the witch. A beam will not affect flyers or FMC's even when benefiting from Skyfire.
14. Zooming flyers and swooping monstrous creatures do suffer all the effects of the Objuratum Mechanicum psychic power.
15. A unit / model with foreboding fires at its full BS when firing overwatch on an invisible unit.
16. Multiple instances of the same Blessings and/or Malediction cast by different models do not stack with each other.
17. A Psyker may attempt to manifest the Gate of Infinity and Levitation psychic powers while Falling Back. If the unit is locked in close combat, the following only applies to Gate of Infinity. Note, these powers may not be manifested by a unit that has been Pinned/Gone to Ground.
  - In the case of falling back, the unit still counts as Falling Back and must target a point in a direct line closer to the players table edge.
  - In the case of being locked in close combat, if the Psyker and any unit he has joined were the only unit(s) locked in combat with the enemy, the enemy may not make a Sweeping Advance but can Consolidate.
18. When a Psyker with the Brotherhood of Psykers/Sorcerers special rule manifests the Possession psychic power, all models in that unit, including any attached characters, are automatically removed as casualties.
19. Novas can be cast even if the psyker has jinked.

20. Psychic witchfires (that don't need to roll to hit) can't be snap fired. Abilities like psychic shriek, while not needing to roll to hit, won't be able to affect enemy units if "fired" as a snap shot.

## SHOOTING PHASE

1. Since LoS can now be drawn from multiple points on a firing model, when determining if a target is 25% obscured from the point of view of a firing model:
  - select the point that the LOS for the shot will be taken from starting from the models eyes or head and then moving on to any part of the models body,
  - if the target unit is considered 25% obscured from this point it will gain the relevant cover save.

Please note, determining this is done by the Firing unit, selecting the firing point, not by the unit fired upon.

2. When declaring a target of a shooting attack, ask your opponent if he would like to jink with the unit in question before actually rolling the first dice(s). If the question has not been asked, the opponent still gets the chance for the jink save to come into play but only as the first set of hits is rolled.
3. When allocating wounds from weapons that have specific permission to allocate to models out of the firer's LOS, the Out of Sight rule is ignored.
4. Blast weapons can be placed partially off table as long as the centre of the blast is above the table.
5. If an ability, affect or attack that is resolved like a shooting attack that rolls to wound and to hit, the unit can choose to go to ground.
6. When determining which weapon to shoot in the shooting sequence, weapons with different names are fired separately. This means Boltguns and bolt pistols are fired out of sequence (though players may agree to fire them together to speed up the shooting sequence), as would Sternguard firing different ammo types (for example some firing Dragonfire some Vengeance rounds).

Similarly, when using weapons with different "modes" such as rapid fire (in half range or over half range), or salvo weapons that are stationary and on the move or weapons that have a different profile whether the bearer moved or not (like splinter cannons), they are fired separately (though players may agree to fire them together to speed up the shooting sequence). Special rules on weapons, like master crafted or twin-linked weapons, do not count for this purpose.

7. When models in a unit are armed with combi weapons that are of the same type as other weapons in the unit, the player needs to declare them together if the types of weapon overlap. For instance, a veteran sergeant with a combi-plasma would be firing his plasma equivalent at the same time as the other plasma guns firing in the unit.
8. Models completely out of LoS of the firing unit can be hit by template (flame) weapon and add wounds to the wound pool for the shooting attack. However, unless the template weapon does not require LoS, models completely out of LoS of the firing unit cannot have unsaved wounds allocated to them, and so cannot be removed as casualties.
9. Template (flame) weapons with the Torrent special rule, besides not having to be placed touching the firing model's base, must still abide by all other targeting restrictions for Template weapons such as line of sight.
10. While the initial blast template for a multiple barrage cannot be placed over friendly or in combat models, subsequent barrage templates can be.

11. When working out wounds caused by 'No Escape', do not apply the special rules of the weapon, like soulblaze, concussive etc.
12. When using a Bomb of any kind, treat the bomb/bombing run as having been fired with the barrage rules for purposes of LOS, cover and vehicle armour facings, unless a specific Bomb's rule state otherwise. Bombs/Bombing Runs cannot be executed when a Flyer has jinked. A bomb/bombing run isn't a shooting attack and as such can be fired at a unit under the effects of Invisibility without the need for snapshotting.

## ASSAULT PHASE

1. Damage or wounds caused by overwatch follow the normal rules for wound allocation unless otherwise stated (so Wall Of Death cannot remove models that are out of LOS for instance even though it's an automatic D3 hits)
2. Charging models that roll enough charge distance to reach enemies behind (difficult) terrain are assumed to be in "base contact" even if a piece of terrain prevents them from actually touching bases. In such cases, simply move the charging model(s) as close as possible and treat those models that could have made base contact and could have ended up as engaged as if they had. Work out consolidation moves from the tentative position instead of the actual position of the models.
3. A model with the 'Look out Sir!' ability cannot re-allocate a wound to a model engaged in a challenge.
4. A model locked in a challenge is still considered an engaged model for other models within 2. They may therefore strike through the challenger/challenge.
5. A character that has refused a challenge can have wounds allocated to him normally following the wound allocation rules.
6. A unit may opt not to consolidate at the end of a given combat. If they choose not to all models in the unit are left in their exact positions.
7. If a unit chooses to make a Consolidation move all models in the unit must end their movement 1" away from all enemy models. This means that if a unit chooses to make a Consolidation move it must end the move 1" away from all enemy models and vehicles, including those it may have just attacked in close combat. In the rare instance this is impossible; the unit may not make a consolidation move.
8. When multiple units are eligible to fire Overwatch at a charging unit, the firing player resolves the Overwatch from one of his units (of his choice) before deciding whether he would like to fire Overwatch with another eligible unit. This continues until all eligible units have either fired or the player chooses to make no further Overwatch attacks against the charging unit.
9. Units are considered to be locked in close combat as soon as any enemy model moves into base to base contact with them. This prevents the unit from firing Overwatch against other units charging them later in the same phase.
10. Our weapons are useless only ever applies when a unit loses combat.
11. Models with only a single weapon can't elect not to attack with their weapon and hit with their 'bare hands'.

## MORALE

1. A unit is only ever trapped and destroyed if its fall back movement is completely blocked by friendly models, enemy models and/or impassable terrain in case they are disallowed from entering it.



2. A Flying Monstrous Creature can only ever fall back when in glide mode. When it moves into contact with a table edge it is automatically destroyed as per normal.
3. A unit that regroups cannot Turbo-boost.
4. A unit can be called on to make multiple fall back moves in the same player turn or phase.
5. Falling Back - If a unit has a special move outside its movement phase (such as models with jetpack, Eldar warp spiders, etc.), they can use it while falling back, provided they do so in the same direction as the fall back move.
6. When a unit is able to use the Ld value of a model outside their unit while taking a Ld test, such as with the Inspiring Presence Warlord Trait, any modifiers affecting the unit still apply to the unit's Ld test, unless the unit is somehow affected by the Stubborn USR as well.

## UNITS AND UNIT TYPES

1. Jet Pack models can disembark from any vehicle and still move 2d6" in the Assault phase provided they don't actually declare an assault.
2. An infantry unit containing a model with the bike unit type may not be pinned or go to ground voluntarily.
3. An Independent Character that cannot be Pinned/Go to Ground cannot join a unit that is pinned or has gone to Ground.

## ARTILLERY

1. When an Artillery piece is targeted or affected by non-shooting attacks such as Slashing Attacks from Screammers in the shooting or movement phase, roll to wound based on the toughness of the gun model to resolve the attacks.
2. When an Artillery piece suffers from the Soul Blaze special rule, use the majority toughness of the crew to resolve its effects.
3. Any special means to wound from a shooting attack, like with the monofilament rule, uses the characteristics of the crew, unless the characteristic involved uses toughness, in which case the toughness of the artillery piece is used.

## BIKES AND JETBIKES

1. Where Line Of Sight is concerned, trace it from the rider or any part of the bike itself.

## JETPACKS

1. A model with a jetpack may not use its thrust move if it attempted to launch an assault or was engaged in an assault in the current turn. So if you win combat, hit and run, or for any other reason consolidate in a turn you may not use your thrust move.

## MONSTROUS CREATURES

### FLYING MONSTROUS CREATURES (FMC)

1. When deep striking, FMC's cannot change their facing after the scatter roll in the turn they arrive.
2. FMC can leave combat airspace with a run move. A FMC is considered to have left the table as soon as its base touches a table edge with movement remaining.
3. Template and Blast weapons, and any other attacks or special rules that don't roll To Hit, or hit automatically have no effect on Zooming Flyers and Swooping Flying Monstrous Creatures unless they specifically state otherwise, as is the case with Nova Powers. This

is true even if the attacking unit has the Skyfire special rule. Examples of this are Imothek's Lord of the Storm special rule, Screamer's slash attack or Psychic Shriek.

## **GARGANTUAN CREATURES**

1. In the case of a GMC getting tank shocked, apply D3 wounds instead of a Crunch result. Move the GMC the shortest distance as you make way for the tank.

## **VEHICLES**

### **VEHICLES AND MOVING**

1. A vehicle is not able to move laterally: it must pivot and then move forward or backwards. Beware you cannot normally pivot above other models if you're not a skimmer or a vehicle in tank-shock mode
2. If a vehicle fails a dangerous terrain check, it is immediately immobilised where it tried to enter the piece of terrain that forced the dangerous terrain check. The actual distance moved (as opposed to the distance initially declared) is used to determine the speed of the vehicle for firing vehicle weapons or passenger weapons.
3. Vehicles that are automatically immobilised upon arrival on the table do not lose a hull point.
4. Vehicles do not test for dangerous terrain when they only pivot during their movement phase unless entering or leaving dangerous terrain.
5. When entering the board near from a corner, take care not to have any part of the hull actually entering from a short table edge.
6. Skimmers, and all other vehicles, take terrain tests as soon as any part of their hull would end up, over or in a terrain feature.
7. Walkers and Super Heavy Walkers are non-skimmer vehicles, as such they treat Tank Traps as Impassable Terrain.
8. Stunned vehicles cannot pivot.

### **VEHICLES AND DAMAGES**

1. When a transport vehicle explodes, only armour and invulnerable save may be used by embarked models. Cover saves apply for models that happen to be within the 'explodes' radius.
2. When a transport vehicle suffers an 'explodes' result passengers must be placed wholly inside the area of the table that the vehicle's hull previously occupied and are NOT allowed to have parts of their base outside the original hull (Any models that cannot fit entirely within this area or are within 1" of an enemy model are removed from play as a casualty).
3. Models disembarking (or emergency disembarking) because of a wrecked effect cannot do so on the vehicle's hull.
4. Damage vs vehicles is resolved sequentially. Meaning that multiple weapon destroyed results in the same shooting attack will cause an immobilised result, or multiple immobilised results will cause an additional hull point to be lost.
5. Vehicles hit by a blast weapon, but completely out of Line of Sight of the firing unit, are affected normally by the blast.

### **EMBARKED UNITS**

1. When firing from a vehicle fire point, consider the firing models to have their torso above the roof so LOS is measured approximately 1/2 an inch from above the vehicle's roof above the fire point surface. It is recommended players bring a torso model provided in the

transport vehicle sprues in order to solve easily and quickly any LOS issues that may arise with embarked units.

2. Units inside transports that fail a dangerous terrain test need to take a LD test to see if they will snapshot next turn.
3. Passengers of a vehicle are not affected by the subsequent effects of "shaken" or "stunned" if the damage is cancelled when the vehicle suffers the damage.
4. For the purposes of emergency disembarking, the table edge is considered to be impassable terrain.

### **TANK-SHOCK & RAMMING**

1. A ramming/tank shocking vehicle that moves through difficult terrain will have to take a dangerous terrain test as normal. The ramming/Tank shock move ends if the vehicle move reaches the table edge.
2. A vehicle can't tank shock or ram by moving laterally or backward. A Tank's initial pivot when "aiming" is not considered part of the Tank Shock. As models may not be displaced by the initial pivot this limits a tanks ability to Tank Shock when it is surrounded by enemy models.
3. Resolve each tank-shock from squadrons for each vehicle separately as you would when proceeding to moving the vehicles.
4. When a tank shocking vehicle ends its movement within 1" of an enemy model, this model does not have to move.
5. For tank shock, after declaring the distance and pivoting the vehicle, resolve all of the possible effects before actually moving the vehicle to its final position.
6. Models such as Jump / jet pack infantry, eldar jet bikes etc. getting tanked shocked can move over intervening models if needed.

### **VEHICLES SHOOTING**

1. When firing a twin-linked weapon, LOS needs to be traced from one weapon barrel, not both.
2. In order to use a searchlight, a vehicle must be able to fire at least one weapon in the concerned shooting phase.
3. When determining cover saves from a vehicle firing, portions of the target model / unit that are not within the firing arc of a vehicle's weapons are ignored.

### **VEHICLES CHARACTERISTICS**

1. All vehicle bought wargear such as Dozer blades, Hunter-killer missiles, Ork Roller etc. are considered to be part of the hull.
2. The 'petals' of a drop pod are not taken into account for disembarkation, cover, line of sight or scoring purposes.

### **SKIMMERS**

1. A skimmer can selectively choose units to tank shock/ram or not, even when units are intermingled or behind other units. If a skimmer is stunned or immobilised by a death or glory attack over impassable terrain where its base cannot stand, it is destroyed.
2. If a Skimmer is forced to end its move over friendly or enemy models, move the Skimmer the minimum distance so that no models are left underneath it. This rule does not apply when the skimmer is deep striking. Mishaps are suffered as per usual.

## CHARIOTS

1. Units or models embarked on a chariot are affected by terrain tests as far as initiative in assault is concerned.
2. Any independent character riding upon a chariot cannot join units.
3. When firing at a chariot with Graviton weapons, your opponent allocates the hits to either the rider or the chariot. You then roll to wound vs the Rider's armour save or to glance/immobilize on a 6 according to where the chariot's owner directed the hits.
4. Shooting attacks (e.g. Necron Abyssal Staff), Psychic shooting attacks (e.g. Psychic Shriek) or abilities/wargear (e.g. Obsidian Orb) that do not roll for armour penetration (e.g. because they use Leadership values as reference value to resolve wounds or effects) can only be resolved if the hit is allocated to the rider. If the hit is allocated to the chariot, it will have no effect on the model.
5. Riders of open topped chariots are not affected by the No Escape rule as they are a single model.

## FLYERS

1. Always assume a Flyer's base is positioned flat and horizontally on the ground when shooting, whatever the actual model position is or how it is modelled on its flying stand. For example: a helldrake's baleflamer and hades auto cannon are always considered to be mounted facing out from the vehicle's front arc and parallel/horizontal to the table for determining LOS/shooting arc of fire.
2. A Flyer is considered to have left combat airspace as soon as one part of its hull reaches beyond the table edge.
3. A deep striking Flyer is considered having moved at combat speed.
4. A flyer affected by a "Crew Stunned" result while in hover mode cannot enter Zoom Mode in its next Movement Phase.
5. A Flyer cannot end its movement with part of its hull hanging off the table.

## CHARACTERS

1. When an Independent Character is part of a unit, and that unit is wiped out by shooting or close combat, the character still acts as if he was an integral part of that unit for the remainder of that phase.
2. An Independent Character can be deployed joined to a unit inside their transport vehicle with them, provided he would be allowed to embark onto the vehicle during the game and is the same faction.
3. Any Special Rule that is gained by a unit due to a command benefit, formation special rule or any other means prior to the commencement of the game is treated the same as a Special Rule listed in a unit entry. As such any Independent Character joining this unit does not benefit from this Special Rule unless specifically stated in the Special Rule (eg. Stubborn) and vice versa.
4. An IC attached to a unit, who at the start of the movement phase is found to be out of unit coherency (due to say casualties from the previous turn) cannot attempt to leave the unit and must try to move back into coherency. If at the end of the movement phase the IC is still out of unit coherency, he is now considered to have left the unit.

## BATTLEFIELD TERRAIN

### GENERAL TERRAIN ISSUES

1. A model can only ever be deployed or end its move in impassable terrain if it is a Skimmer, Jetbike, Flyer, FMC or Jump/Jet Pack. Models must be able to stand on the impassable terrain feature out of their own accord. If it is not possible to balance them correctly these models may not enter the impassable terrain.

### DIFFICULT AND DANGEROUS TERRAIN

1. Dangerous Terrain tests are taken on a model by model basis and as such you must allocate these wounds to the models which failed the dangerous terrain test.

### RUINS

1. Jetbikes, skimmers, jump and jetpack models treat ruins as dangerous terrain. Moving such models in a ruins use a direct 3D measure of the distance between the start point and the end point.
2. Coherency in ruins between levels is measured from base of a lower model to the base of the upper model with a coherency of 6 inches. This does not override the need to maintain a 2" horizontal coherency (when looking from above).
3. It is acceptable to move through walls of a ruin as long as the model is not finishing the move in the middle of a wall and can physically be placed at the intended spot at the end of its movement.
4. Models on levels (e.g. ruins) receive a cover save based on the direction of the model firing the weapon terrain. For barrage weapons, the cover save is based on the value of the terrain above the unit.
5. In the assault phase, models on one side of a ruin wall are considered in base to base with models located directly on the other side of that wall. Initial LOS is still needed to get the charge off, but after that just consider if a model is engaged or not for it to be able to fight. Models not physically able to get in B2B because of obstacles such as terrain will still be considered as being in B2B for all rules purposes. Likewise, if charge distance rolled would be enough to engage enemy models but there would be no way to fit the models in B2B physically, the models would still count as being in B2B and the charge would be successful.
6. When Assaulting in multiple level ruins, models must account for horizontal and vertical distance. If a model charges a target 2 inches away and one level above or below its current position (let's assume 3" high level) the minimum charge range would be 5 inches: 2 inches of horizontal movement, and 3 inches to change a level. Specific units (like Jump units) may circumvent this as long as they adhere to all restrictions regarding their unit type (not having used the jump pack in the movement phase, taking dangerous terrain tests and so on).

### FORTIFICATIONS

1. A claimed fortification is considered to be a unit in the controlling player's army. In addition to deploying with the rest of your army, it gives up first blood, kill points and can capture objectives. Therefore special rules and abilities that apply to friendly units/models generally apply to a claimed fortification. Note however, rules/abilities that apply only to units/models from a particular codex will not apply to a fortification which is not from a codex.
  - Ex 1: A claimed fortification within 6" of an Ork Kustom Force Field would gain a 5+ invulnerable save (provided it was claimed by the Ork player).
  - Ex 2: A claimed fortification within 3" of a Dark Angel's Power Field Generator would gain a 4+ invulnerable save.

2. Unless otherwise stated, fortifications provide a 5+ cover save.
3. For the purposes of claiming buildings, allies of any type claim a fortification for the army they were purchased for.
4. The Automated Fire rule causes emplaced weapons to fire at the nearest “legal” enemy unit within range and line of sight. A unit is still a legal target even if the shooting attack is not strong enough to hurt it. A unit is not a legal target if it would require breaking one of the targeting restrictions of the weapon type (e.g. placing a blast marker over a friendly model).
5. Gun emplacements are not considered to a unit in the controlling player’s army, which means among other things:
  - They do not generate a Victory Point when destroyed.
  - They do not benefit from special abilities that affect models/units (e.g. Ork Kustom Force Field or Dark Angel Power Field Generator).
  - They are also unaffected by Tank Shocks and psychic powers (other than psychic shooting attacks).
6. The Comms Relay upgrade can be used by both players with models within 2” as long as they are unengaged. Bonuses to reserve rolls from the comms relay will apply indistinctly for models in your army regardless of Faction.
7. A Gun emplacement has an arc of fire of 360° and never blocks LOS for the shooting model. LOS is measured from the gun model instead. Gun emplacements may be targeted separately during the shooting phase.
8. A gun emplacement can be attacked in close combat but charges cannot be directed against it. When a charge vs a unit will bring models into contact with the gun emplacement, it may be attacked with all the bonuses of a charging unit. Otherwise, models have to move in base contact during their movement phase and attacks will be done during the assault phase (no sub-phase). Players are allowed to direct attacks against gun emplacements they bought for their own army and destroy it in the process.
9. Models cannot shoot with a gun emplacement if they don’t have a weapon of their own to shoot with (for instance a terminator with TH/SS), or if their BS is 0. When shooting the gun emplacement, it only counts as firing one weapon, so if the model would be eligible to shoot more weapons, it may still do so.
10. In rare cases, a gun emplacement will be able to be used by both players, having models in base contact. Bear in mind that only one model can use a gun emplacement in each phase.
11. Fortifications that are buildings may take cover saves granted by terrain or intervening models just like a vehicle would. Treat the building’s entire silhouette as it’s facing if none is apparent. Gun emplacements may take cover saves granted by terrain or intervening models just like for infantry models.
12. Weapons and special abilities or rules such as Lances, Melta, Haywire, etc. all work in the same way against Fortifications unless stated otherwise.
13. Fortifications are deployed like any other model, and can therefore be put in or touching terrain, as long as they can physically be placed there. They cannot be placed in or on impassable terrain or make use of the Wobbly Model Rule.
14. A unit cannot occupy the battlements and the building at the same time.
15. Void Shields and Projected Void Shields do not benefit from Cover Saves or Invulnerable Saves from any source that targets a model (eg. Dark Angel - Power Field Generator, Divination Psychic Power - Forewarning, the 5++ Daemoniac Invulnerable Save a Daemoniac Warhound Titan has etc.)

16. You can't purchase a comms relay or other battle field debris without purchasing a fortification that allows these upgrades.
17. An escape hatch marker is placed when the fortification is first occupied. This can be placed outside a player's deployment zone at the start of the game. It should be represented by a token of approximately 40mm in size (a terminator base).
18. Fortifications do not have a specific faction, even when claimed. As such, the 1" rule for enemy models never applies to them. As such, a unit is allowed to move/be on top of the battlements of an enemy controlled building.

### **Skyshield Landing Pad (SLP)**

1. A Skyshield Landing Pad does not count as a building, as it cannot be destroyed since it does not have Hull Points.
2. Treat the SLP as a two "level" piece of terrain with the 'Open Ground' type. Any model, including vehicles, can move on or off the Landing Pad from any point. Unit coherency is maintained 6" vertically and 2" horizontally. Moving up and down will cost 3 inches of movement and force a difficult terrain check (and dangerous terrain check) where applicable.
3. Models cannot Deep Strike beneath the Skyshield Landing Pad. Disembarking troops can move below it as normal.
4. The legs of the SLP are impassable and provide a 5+ cover save where applicable.
5. Barrage weapons can be fired from underneath the SLP.
6. Units charging models on the edge of a SLP will be considered as being in b2b contact even though they can't be physically placed there as long as they had an adequate charge range roll. In such cases, place the models as close to their intended location as possible.
7. Models completely on top of a shielded Skyshield Landing Pad have a 4+ invulnerable save against shooting attacks.

### **Void shield generators**

1. When targeting a unit that has some models within the Projected Void Shield (PVS) and some models outside of the PVS follow the following process: (Models that are partially under the (PVS) are considered within the PVS)
  - a. Roll to hit as normal, creating a 'Hit Pool'. (Keep following the rules for allocating hits to the closest models for the remainder of the steps.)
  - b. For the number of models outside of the PVS, take this number of hits from the 'Hit Pool' and roll to wound as normal.
  - c. The player rolls saves as normal for these models. Look Out Sirs can be made to models within the PVS, but these models will not be protected by the PVS.
  - d. Repeat steps B and C until the 'Hit Pool' is empty, or there are no more models outside of the PVS
  - e. If the 'Hit Pool' is not empty, subsequent hits will hit the PVS. You may roll 1 dice for each remaining Void Shield using the Fast Dice option.
  - f. Once all PVS have been destroyed, any remaining hits in the 'Hit Pool' continue on to the models as normal.
2. When interactions between weapon special rules like rapid fire and melta and a unit protected by a voidshield come into play, measure the range to the protected unit rather than the voidshield itself. This would mean a weapon would be rolling 2D6 AP vs the voidshield if the unit would be within half range of the weapon.

## PREPARING FOR BATTLE

1. Even though objectives cannot be placed inside a building initially while deploying, an objective marker (the Relic) may be embarked inside during the game.
2. The only situation where the relic might physically move more than 6" is when embarking or disembarking from a vehicle/building, or when passing it on to another model. Once a model picked up the relic, the relic counter is to be placed on/near its base to remember he is the carrier. He must drop it before someone else picks it up or pass it on to a friendly model to change carrier.
3. As The Relic is an objective marker, it can be contested by other units within 3" of it.
4. If a model enters a building via an Escape Hatch, and the building is over 6" away from the model, the model counts as moving over 6" and drops the relic at the Escape Hatch
5. Objective markers should generally be 40mm in diameter, the size of a standard poker chip. To measure distance to the objective, measure distance to the closest part of the marker (ie. NOT from the centre).
6. If first blood is scored by two opposing players at the same initiative step in a close combat, both players get the points for first blood.
7. Scoring units in their transports will claim objectives as per normal. Measure range from the hull of the transport. Embarked units that have the Objective Secured special rule within range of an objective will need to be contested by another unit with the Objective Secured special rule in order to stop them from claiming.
8. For the purpose of scoring Tactical Objectives and destroying multiple units, consider each Independent Character as a separate unit, even if it was attached to a unit. When trying to achieve Witch Hunter, you score it when you completely destroy a unit that has at least one model with the Psyker, Psychic Pilot or Brotherhood of Psykers/Sorcerers special rule.
9. Conjured units retain their battlefield role. A Fast attack option conjured in this way will be worth an additional VP in missions like the Scouring for instance.
10. If you draw (or currently hold) a Tactical Objective card which is impossible to score discard the card and draw again. E.g. you opponent has no psykers and you draw kill the witch. This does not apply if it is possible but not necessarily on that turn (i.e. the models are in reserve).
11. A model bought as an addition to a unit (e.g. Eldar warlock to guardians) that cannot leave the unit; do not give up a separate kill point.

## UNIVERSAL SPECIAL RULES

1. A Rider on a Chariot with the "It Will Not Die" special rule must choose whether the Rider or the Chariot will be attempting to get back a wound/hull point at the end of their turn.
2. When a unit making a Hit & Run move encounters an obstacle it cannot normally move through, including the edge of the board, it stops moving instead. Remember that jet pack and jet bikes units can move over all other models and all terrain freely, and so can jump units as long as they did not already use their jump packs this turn.
3. When deep-striking unit with oval bases, remember that you must still maximise the number of models in each circle.
4. If a unit rolls a Misplaced result on the Deep Strike Mishap table, the enemy player must place the unit in a legal spot where they would not mishap a second time. If no such position exists, the unit is placed into Ongoing Reserves.



5. When deploying a misplaced deep striking unit, the opponent can choose the orientation of the models.
6. Unless specified otherwise, attacks that cause Instant Death on a to wound roll of 6 still need to be able to wound the target model for Instant Death to be inflicted.
7. For intercept, use all the normal restrictions that apply during the shooting phase, (pick unit, pick weapon, shoot target, work out damage if any, pick next unit etc.), Weapons that normally do not require line of sight will still need to see the target as per the intercept rule. The intercept USR cannot be used while embarked on a transport, even if it has fire points.
8. When redeploying units, either with Scout, Infiltrate or by using other special rules or abilities (e.g. Liber Heresius), embarked passengers (if any) count towards all restrictions imposed upon it.
9. A unit can perform a Vector Strike in the same turn it leaves Combat Airspace.
10. Units containing any model that benefited from the Scout Special Rule are prohibited from charging in the first game turn.
11. Models and/or units cannot make use of the Deep Strike Special Rule to deepstrike directly embarked into a building.
12. Smash attack can be used for Death or Glory attacks.
13. If a model has the Smash special rule and uses a close combat weapon that has an AP3 or higher, these attacks are still resolved at AP2.
14. When making use of the Split Fire USR, any of the targeted units is a legal target for a charge in the ensuing assault phase.
15. An Ordnance weapon with the Tank Hunter special rule must reroll both armour penetration dice or none at all.
16. A model that is performing a hit and run may not use this move to go within 1" of an enemy model they are not locked in combat with. The exception to this is that if a model is already within 1" of 1 or more enemy models before the hit and run, it may still move as long as that move would not force the models to become base to base.
17. A model may be forced to break unit coherency if it would be forced to stop due to intervening enemy models, friendly models or impassable terrain (or anything else that would force the model to stop). It must however regain its coherency at its earliest point.

## **ADEPTA SORORITAS**

1. When Saint Celestine is turned into a Spawn because of 'Boon Of Mutation', both the summoning of the spawn and the resurrection of Celestine take place.

## **ASTRA MILITARUM (& Militarum Tempestus & Mont'ka)**

1. Whenever a rule or ability refers to Imperial Guard, it automatically confers to units from Astra Militarum and its supplement books. For instance, Longstrike's preferred enemy will work on AM units.
2. Orders can be issued to imperial armour units which specify they can be chosen as a unit for an Imperial guard / Astra Militarum army (such as field artillery or saber platforms).
3. Heavy weapons teams are to be based on 60mm bases. Check LOS from the model crewing the weapon.

4. Lasgun Arrays follow the general rules for shooting a weapon. They cannot be destroyed by a weapon destroyed result and do not count towards the maximum amount of weapons the vehicle can fire in a turn. Lasgun Arrays can't be used in a turn a vehicle moves flat-out.
5. Only models / units that are have the AM faction can benefit from orders. You may order a unit that contains non AM Faction models, however only the AM Faction models benefit (with the exception of orders that grant a USR like Tank Hunter which goes to the unit)
6. Feel no Pain does not apply to Summary Execution.
7. When two or more commissars are in a unit when Summary Execution comes into play, none of the commissars are eligible to be targeted by it.
8. The Augur Array applies to the AM detachment and their allies only.
9. When rolling for Reserves with an Infantry Platoon, always roll once for all units. Separate units from the same platoon may arrive via separate means (i.e., a Combined Squad arriving from Outflank due to an attached IC while the Platoon Command Squad arrives via regular reserves).
10. Tank commanders are characters but cannot take advantage of look out sir.
11. A Tank Commander may be your Warlord. A Cadian Tank Commander may still only roll on the warlord table in the AM book, and not the one from the MontKa book.
12. When commander Pask's battle tank is removed as a casualty, you can score first blood and slay the warlord, but to obtain a victory point for the mission, the entire squadron must be removed.
13. When firing with the Devil Dog melta canon, check the range for the melta rule after resolving any scatter.
14. The Manticores main weapon has 45` arc of sight and fire. It's Storm Eagle Rockets are considered to be part of the hull. Manticore rocket counts as a separate weapon only in the context of determining Weapon Destroyed results, and not for instance when interacting with Power of the Machine Spirit.
15. Deathstrike missiles cannot be shot in the first "game turn".

## **BLOOD ANGELS**

1. IC's joined to a Death Company are not considered members of the Death Company for the purpose of Liturgies of Blood.

## **CHAOS DAEMONS (& Magnus)**

1. When resolving the effects of the Warpstorm table, only resolve them against units that were a viable target at the start of the shooting phase. So do not roll for units that have disembarked from a wrecked vehicle.
2. When a psyker (or unit of psykers) is created mid-game, immediately roll for any randomly generated psychic powers before placing them on the table.
3. Just like any unit that is generated/spawned during the battle, a Portalglyph generates a VP when destroyed (in missions using kill points) and counts towards First Blood rules.
4. Wounds caused by Daemonic Instability are allocated by the owning player, but must be allocated to the same model until it is either removed as a casualty or the wound pool is empty.

5. When determining the amount of wounds suffered from daemonic Instability, take into account a model's leadership cannot be modified/penalised to be lower than 0.
6. Hellforged Artefacts cannot be chosen when conjuring units if they were created pre-game from exalted Rewards in your army list, nor may they be duplicated during the course of the game, even if the original bearer has been slain in the meantime.
7. Warp Storm results that inflict damage on enemy units on a "6" never affect units embarked on a transport or within a building. Always roll to hit for every affected unit on the table even if a rule would normally stop you from being able to target that unit like is the case for templates and blast weapons. For instance, while a flyer would not be able to be hit by a blast weapon, the blast may scatter onto ground units and as such must be resolved regardless.
8. You may determine the type of Daemon unit summoned by the Portalglyph or Warpstorm table after rolling the dice for the number of models generated.
9. When a unit with the Brotherhood of Psykers/Sorcerers is affected by The Warpstorm Table, a random model from the unit will be affected.
10. When rolling for a model's Daemonic Rewards, Warp-forged Armour and the Unbreakable Hide Greater Reward are not considered to be duplicates and as such are not viable for a re-roll.
11. Where multiple Warpflame stacks apply, keep in mind that a model's Feel No Pain rule can never be improved beyond a 2+. A roll of 1 always fails.
12. The invulnerable save granted by forewarning is not a set value, as it does not modify a model's save, it grants it another save. As such, a unit can benefit from both forewarning (4+ invulnerable save) and have that save improved by the Grimoire of true names for an end result of a 2+ invulnerable save.
13. Independent Characters from the Chaos Daemons codex cannot join units from the Chaos Space Marines codex.
14. Feel No Pain rolls may be taken against wounds caused by Daemonic Instability.
15. A model may only take a cover save against a Screamer's Slashing Attacks if it is in a piece of terrain that grants cover for being "in" it (excluding vehicles) or there is a special rule granting it cover.
16. When the Masque of Slaanesh targets a unit with the Dance of Caging, roll a separate D3 each time the target unit is going to move for any reason. The Dance of Caging affects all types of movement, including, Turbo-boosting and Thrust movement. Flying Monstrous Creatures that are affected by this ability on their turn may not choose to Swoop.
17. A model that takes a Disc of Tzeentch as an optional upgrade receives the +1 Toughness Armoured Steed bonus.
18. Leadership penalties from the Doomstone apply to an enemy character even if that model is removed as a casualty and later returns to the game via a special rule. If the Doomstone lowers a character's leadership to 0, then any special rules that would prevent them from being removed as a casualty or subsequently return them to play are ignored.
19. If a multi-wound model fails a characteristic test from the Pavane of Slaanesh or Rancid Visitations psychic powers, but is not removed as a casualty, the attack immediately ends.

20. Each unsaved wound inflicted by either the Contagion or Witsteal special rule does cause the affected model (if still alive) to take a further Toughness/Initiative characteristic test, respectively.
21. The turn it arrives from Reserves, an Icon of Chaos can immediately be used to reduce the scatter distance of subsequent viable units arriving by Deep Strike.
22. A Chaos Daemons player may roll to see if the Portaglyph creates a unit the same turn that it is placed.
23. A Portaglyph has no specified height, and may literally be represented by a small blast template.
24. As long as a Daemon armed with a Staff of Change or Mutating Warpblade manages to inflict one or more unsaved wounds onto an enemy character or monstrous creature in the same Initiative step of a combat where that character or monstrous creature is killed, then their Warpdoom and/or Warp Mutation special rules will apply. Note that this means it is possible for both the Warpdoom and Warp Mutation special rules to be resolved against the same model.
25. Kairos Fateweaver may not re-roll the end-of-game roll, or any rolls that do not occur during a Turn (like seizing the initiative etc.).
26. When trying to deny a power cast automatically by the Blue Scribes, the DTW attempt needs to cancel as many die as the scribes would have needed to minimally manifest it. The Blue scribes count as a psyker only for the purposes of resolving the scrolls of sorcery and any effects as a result of manifesting the generated power. They do not have a mastery level and never generate warp charges in and of themselves other than by using Spell Syphon. The Blue Scribes can generate spells from all disciplines in the BRB, even those the Chaos Daemons cannot normally generate spells from (i.e. Sanctic).
27. The leadership penalty from Disruptive Song is -1, no matter how many Fiends of Slaanesh models are within 12" of the affected unit.
28. For the purposes of the Lamprey's Bite special rule, a Screamer's "normal close combat attacks" include the bonus attack for charging but do not include Hammer of Wrath attacks.
29. Blue and Brimstone horrors do not get Daemonology (Malefic) Powers.

## **CHAOS SPACE MARINES (& Traitor Legions, Black Legion, Crimson Slaughter)**

1. Only invulnerable saves may be taken from self-inflicted wounds caused by a Daemon Weapon.
2. The Twin-Linked Bolter of a Chaos Rhino is treated as a turret.
3. If a character transforms into a Chaos Spawn or Daemon Prince as a result of a roll on the Chaos Boon table, he loses all benefits of previous boons.
4. A model without the Champion of Chaos special rule may attempt a Glorious Intervention to save a model with the Champion of Chaos rule.
5. Force weapons cannot cause Instant Death to Kharn the Betrayer even if their strength is double or more than his toughness value (e.g. a Nemesis Daemonhammer).
6. A Warpsmith can use a Fire Point to curse an enemy vehicle with the Master of Mechanisms special rule while embarked on a vehicle.

7. A model that fails the immediate Toughness test caused by suffering an unsaved wound from the Black Mace is removed even if it has the Eternal Warrior special rule.
8. If a CSM model is locked in combat and the end of phase Toughness tests caused by his Black Mace kills all enemy models within 3" of him, the CSM model is still considered to be locked in that combat unless all enemy models locked in that combat were killed.
9. If Typhus chooses to use the Destroyer Hive special rule while he is involved in a challenge, place the large blast template normally. The enemy model also involved in the challenge is treated as being in a separate unit from any other units hit by the template. Wounds are then determined normally for each effected unit, removing casualties in order of closest to Typhus. Using the Destroyer Hive in this way allows Typhus to wound models not directly involved in the challenge.
10. A Chaos lord on bike cannot change the bike's bolter for an artefact from the Chaos Armoury.
11. Two Independent Characters with different Marks of Chaos can both join the same unmarked unit.
12. Huron Blackheart does not benefit from psychic focus from his randomly generated spell due to Hamadrya each turn.
13. Defiler's knuckles are considered part of its hull as far as measuring distance is concerned.
14. A Psyker model with Prophet of The Voices may generate powers from the Malefic Daemonology tree and when casting malefic powers is only subject to a perils on a double 6.
15. When selecting the target for Astral Grimior , you may elect to affect the bearer (and only the bearer of any unit type) OR an infantry unit within range. If the infantry unit contains the bearer (and/or other IC's) who are also infantry, then the whole unit including the bearer will be affected.

## CULT MECHANICUS

### DARK ANGELS

1. A unit containing Belial that uses the Gate of Infinity psychic power to Deep Strike does not scatter.
2. A Ravenwing Darkshroud is not considered to be a friendly unit within 6" of itself for its Shroud of Angels special rule even if there are multiple Darkshroud's present within 6".
3. Conclave of librarians - Empyric Connection: Only models in the formation within 12" of the nominated model when the ability is used are affected by the ability.
4. A RW unit making use of the Ravenwing Company Banner cannot use it to auto-succeed Hit and Run when there are attached characters without the Ravenwing Special rule in the unit. Make a normal Hit and Run test instead.
5. A unit with Grim resolve will hit on BS2 when overwatching a unit that is invisible.

### DARK ELDAR (& Covers)

1. When a unit that contains only some models that have the Fearless and/or And They Shall Know No Fear special rules suffers hits from an Archangel of Pain, these hits may still be allocated onto models in the unit that do not have either of these special rules.
2. The Crucible of Malediction may not be used when embarked in a transport that moves more than 6 inches.

## DATASLATE FAQs

### CYPHER

1. Cypher can never be used as a faction Khorne Daemonkin model.
2. Cypher can never be included in any army that would include any Detachment with Dark Angel models.

### BELAKOR

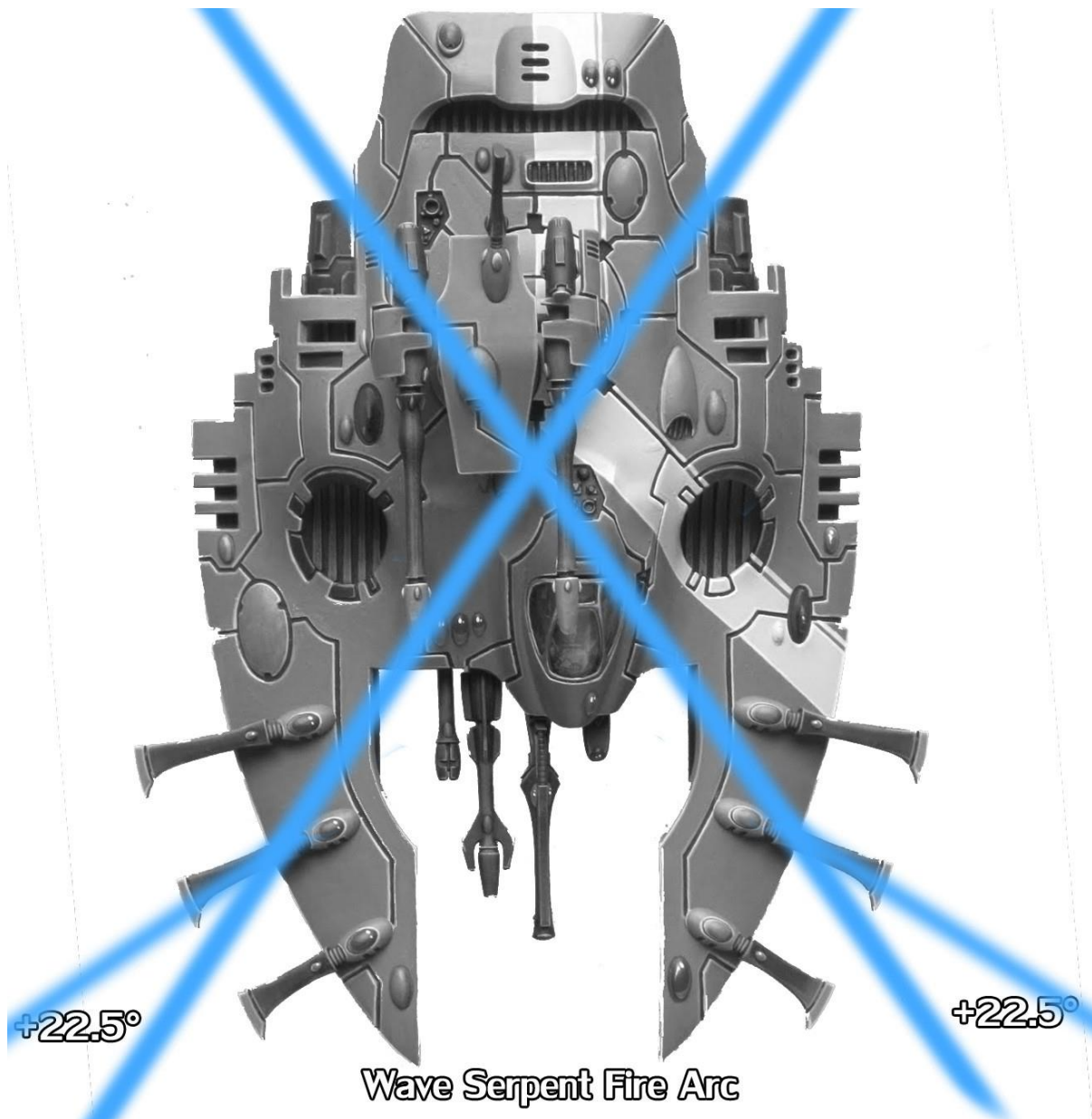
1. Belakor can never be used as a Faction Khorne Daemonkin model.

## DEATHWATCH

### ELDAR (Craftworlds) & Iyanden

1. The Crystal Targeting Matrix upgrade does not override snapshots (such as crew shaken, jinking or firing at flyers).
2. Farseers cannot use their ghost helms to counter the perils from Mind Strike Missiles, Psyk Out Grenades or Condemnor Boltguns since they happen in the shooting phase and warp charges are only available in the psychic phase.
3. A Dark Reapers Exarch can use his Fast Shot ability in conjunction with gun emplacements, and as such would fire two shots with the Icarus Lascannon as an example.
4. Wounds caused by the Mind War psychic power may be redirected by a Look Out Sir roll. However, the WS and BS penalties stay with the target model.
5. Illic Nightspear may not be deployed within 1" of an enemy model.
6. If Illic Nightspear is joined to another Infiltrating unit, only units of Rangers benefit from the Walker of the Hidden Path special rule, and other units must follow the normal rules for Infiltrating.
7. Cover saves may not be taken against Prince Yriel's Eye of Wrath attacks.
8. A model with the Eternal Warrior special rule is still removed from play if it fails its Leadership test after suffering an unsaved wound from a Diresword.
9. A Wave Serpent's Serpent Shield is a weapon and may be destroyed by a Weapon Destroyed result on the vehicle damage chart. Note that this destroys both the Serpent Shield's offensive and defensive abilities.
10. Doom only permits re-rolling failed rolls to wound and/or failed Armor Penetration rolls (note that glancing hits may not be re-rolled).
11. Bonuses to Fuegan's profile are retained even if lost wounds are regained (i.e. Renew)
12. Swooping Hawks that have gone to ground cannot use Skyleap.
13. A vyper may not exchange its shuriken catapults for a cannon and then continue upgrading it for another weapon.
14. If Eldrad replaces one of the Farseers in the Seer Council Formation, none of the models may purchase the Skyrunner upgrade due to this breaking the formations restrictions as not all models can purchase the upgrade
15. Herald Of Victory works in conjunction with powers like Gate Of Infinity and the like. Units arriving on the battlefield this way will not scatter.
16. Farseers that are part of a Seer Council can join other units as per normal as soon as the last Warlock Conclave model dies.
17. A Guardian Battlehost can only ever take a single Heavy Weapon Platform as a free upgrade.

18. Doom does not interact with any D-weapon type as they don't roll to wound. Do not re-roll the D- weapon's effect.
19. The penalty to leadership from Jain Zars War Shout does not stack with those from a banshee exarch and vice versa. Apply the penalty once regardless of how many models or units have war shout. Models who are outside Jainzar's 6" bubble will pile at their normal Initiative step. However, if they move within the bubble, they will actually fight at their new Initiative.
20. The penalty to leadership from Mindshock pods does not stack. Apply the penalty once regardless of how many hemlock wraithfighters are in range.
21. When models in an enemy army declare they are intercepting models with warp jump generators, step through the following:
  - Models in the unit with LoS to the target declare that they will use the intercept rule to fire one of their weapons (declare which). Only these models take part in the interception attempt.
  - Before the shots are fired, resolve flicker jump.
  - Resolve the interception shots. This may mean no shots are fired by some of the models due to the enemy unit being out of LoS.
  - All models who declared the intercept attempt cannot fire their chosen weapon in the next turn's shooting phase.
22. Where runes of battle are concerned, treat each powers dual ability as one psychic power. This means a psyker cannot both cast conceal and reveal in the same turn for instance.
23. Seer of the Shifting Vector only applies if the warlord was already on the board at the start of the game turn.
24. Swooping Hawks that deep struck below a flyer cannot use their intercept rule
25. Jink saves are not allowed vs Swooping Hawk attacks made by the intercept rule
26. Flicker jump can be used when being targeted with overwatch. This will mean you cannot declare a charge from over 12" hoping your opponent declares overwatch.



## GENESTEALER CULT

### GREY KNIGHTS

1. A shunt can be used in the movement phase instead of disembarking from a vehicle but the unit must end its move wholly within 6" of an access point.
2. IC's without the rites of teleportation rule that are attached to a unit with it will NOT benefit from the rule and vice versa

### HARLEQUINS

### IMPERIAL KNIGHTS

### INQUISITION (& Imperial Agents)

1. Psykers from C:I can roll for Sanctic Daemonology powers. Psykers from this book will also perils on any roll of a double when casting Sanctic powers. As per the Digital Codex they are unable to roll for Malefic Daemonology powers.



2. "I've been expecting you" applies to any unit arriving from reserve, passing by **or** finishing their movement within 12" and in LOS of Coteaz but does not apply if Coteaz is embarked in a transport. Units that simply arrive using the deepstrike rules (e.g. gate of infinity) without actually arriving from reserves are exempt from this rule.
3. Models shooting because of "I've been expecting you" are not considered as having moved if they did so in their preceding movement phase.
4. The Null Rod does not allow a Unit to ignore the effects of Psychic powers that have been cast on other Units.
5. Independent Characters and Dedicated Transports do not benefit from the Jokaero Weaponsmith's Inconceivable Customisation special rule.
6. Models affected by Empyrian Brain Mines will not be able to perform any attack during that assault phase. This includes special attacks like Hammer Of Wrath, Stomp attacks, and the likes.
7. The -1 Toughness from Rad grenades do not stack with each other.

## **KHORNE DAEMONKIN (& Blood Oath)**

1. Possessed can simultaneously benefit from two results from the vessels of chaos special rule, as they roll once in every fight sub phase and the results last the entire game turn. However if Possessed roll Supernatural Speed on the vessels of chaos table twice these results do not stack.
2. If your opponents force also contains units with the "blood for the blood god" rule, both players gain blood tithe points simultaneously (for example if a unit with Blood for the blood god is destroyed both forces do gain two blood tithe points).
3. Summoned units (eg from the blood tithe) do not belong to any detachment and do not benefit from any command benefits. Units summoned this way follow the rules for unit entries from the Khorne Daemonkin book and not the regular codex chaos daemons.
4. Models without the "Blood for the blood god" rule do not gain the 'Blood for the Blood God! special rule' when joining units that do so and do not gain any benefit from the blood tithe table.

## **LEGION OF THE DAMNED**

### **NECRONS (& Shield of Baal)**

1. Passengers are not affected by the effect of a "shaken" or "stunned" result cancelled by living metal.
2. A unit affected by multiple nightmare shrouds will take a morale test for each one they have been targeted by.
3. Imotekh's lightning bolt hits allow cover saves from wargear, or terrain. Lord Of The Storm does not allow Jink Saves, and will hit units on a 5+ even if they are under the effects of Invisibility. It does not affect embarked units.
4. "Mind in the machine" does not allow the use of vehicle equipment/wargear that is not a weapon such as a searchlight.
5. If Vargard Obyron has picked the relic (by being part of a scoring unit), he can still use his Ghostwalk Mantle. If the total distance of the movement using the Mantle (including scatter) is higher than 6 inches, the relic is dropped at the initial point of movement.
6. A chariot that Jinks will not confer the Jink Special rule to wounds that are taken on the rider.

7. All of the Annihilation Barge's weapons are Hull Mounted.
8. Multiple Technomancers stack for the purposes of Reanimation Protocol. So if there are 2 crypteks in a unit and the wound was to cause instant death then it would be +2 -1 and therefore still a 4+. Remember 4+ is the best the roll can be.
9. When models with a nebuloscope would use a gun emplacement, the nebuloscope rule also applies to the shots fired with the gun emplacement weapon.
10. Deathmarks cannot benefit from Ethereal Interception if they are in Deepstrike Reserve and embarked upon a Nighscythe. Hunters from Hyperspace does not apply when using Veil of Darkness.
11. A C'tan can use Gaze Of Death to target Swooping Monstrous Creatures or units under the effect of Invisibility. Gaze can be used when the C'tan Shard of the Nightbringer is locked in combat and be used on enemy units currently locked in combat. Gaze can be used to target a different enemy unit during the shooting phase than the Wargear shooting attack "Powers of the C'tan". It may still be used in the shooting phase after making a run move.
12. Zahndrekhs counter tactics apply to all enemy units currently within 24 inches regardless if they are currently an ally or not.
13. When Zandrekh is in Reserves, he can opt to change Warlord Trait before rolling for reserves. If the player opts to roll for reserves first, Zandrekh can only opt to change Warlord Trait if he or his unit dont succeed in their reserve roll.
14. The strength bonus from the Solar Thermastite only applies to the Overlord. Similarly; the bearer re- rolling saving throws of 1 would not apply to jink saves the Command Barge would be making.
15. A model with the Edge of Eternity still has to hit as normal. (The Edge of Eternity grants precision strikes on any successful to hit roll of a 2+)

## OFFICIO ASSASSINORUM

1. The Vindicare assassin's Deadshot rule means all successful hits (which are not snap shots, shots from weapons that scatter, or do not roll To Hit) can be allocated freely to any model in the enemies unit.
2. Any blessing or malediction psychic powers affecting a unit immediately cease to be in effect whenever the unit is within 12" of a Culexus Assassin or vice versa.

## ORKS (& Waaagh Gazghkull)

1. When the bearer of a KFF embarks unto a vehicle or building, the invulnerable save is conferred only upon the transport, and not to models inside.
2. The bearer of the lucky stick can re-roll any combination of his **failed** to hit, to wound, or saving throws.
3. The Warlord trait from the Finkin Cap is generated after any regular warlord traits and does not benefit from a command benefit reroll. One can however reroll the result if the same trait from the strategic table was rolled.

## SKITARI

1. When a unit suffers a wound on a 6 from a Radium Jezzail, both wounds are worked out at AP2. The same reasoning applies when the wound on a 6 would have another special rule like Rending.

## SPACE MARINES (& Clan Raukaan, Death Masque)

1. When a weapon with the Graviton special rule rolls a 6 for armour penetration against an already Immobilized vehicle, two hull points are removed.
2. Weapons with the Graviton Special rule roll against a models current armour save.

3. An army may only include one of each Chapter Relic regardless of how many Detachments the army has.
4. A Space Marine Command Squad may also purchase a Rhino even if they take the bike upgrade.
5. Chronos cannot be deployed by himself at the start of the battle but must begin the game as a driver upgrade for the vehicle that was purchased for him. He therefore has no impact on the Transport Capacity, if there is one. He is specifically not treated as a passenger and may not fire from a fire point or willingly disembark in the Movement phase. The selected Vehicle shares his HQ slot and is effectively a 'command' version of the normal vehicle.
6. Only another unit with "Hold The Line" can contest an objective held by a unit benefiting from this special rule handed out by Pedro Kantor.
7. Players making use of Shock Deployment must announce to their opponent if the formation will be arriving on turn one or two when armies are being deployed.
8. You cannot take a Clan Raukan Command Squad with the Banner Ascendant and then upgrade the veteran wielding the banner to be an Apothecary.
9. For the White Scars formation 'Hunting Force' - 'The Hunter's Prey', if the HQ chosen to be the primary target is joined to a unit, attacking targets get bonuses against the whole unit.
10. Regardless of how many battle-demi companies you have, you only get one additional tactical doctrine. This means an army with a gladius strike force can use all 3 doctrines once per game, with a single additional tactical doctrine.
11. Chapter Masters - A chapter master can't use his Orbital Bombardment if embarked in a transport vehicle without fire points.
12. An orbital Strike will always scatter the full 2D6, even when under the effect of the psyoculum or used in the vicinity of Servo skulls.
13. Command Squad - An independent character which joins a Command Squad with an Apothecary gains the 'Feel No Pain' universal special rule.
14. Command Squad - A unit with an Apothecary can use the Feel no Pain ability even if the Apothecary is killed at the same time.
15. Optional weapons for Landraider, Rhinos and razorbacks, such as multi-melta's and stormbolters, have a fire angle of 360°.
16. Hunter-killer Missiles have a fire angle of 45° to the front
17. All Land Speeder (Storm) weapons are Hull Mounted.
18. The 'petals' of a Drop Pod are not taken into account for disembarkation, LOS or cover purposes.
19. A Drop Pod which lands into difficult terrain has to pass a Dangerous terrain Test. If failed, remove two Hull Points in total.
20. A Thunderfire Cannon and the Techmarine form an artillery unit is worth 1 kill point. In order to earn the kill point, both the Cannon and the Marine must be destroyed or removed from the table.
21. No jink saves apply vs hits generated by Savant Lock unless the unit suffering its effects had jinked before the Savant Lock counter generated the hit.
22. Only if Sergeant Chronus is killed, does the enemy get a kill point for the vehicle.

23. When generating psychic powers, Tigurius has 1 optional reroll for each psychic power he generates. This optional reroll may be used after a reroll forced by rolling the psychic power he already knows.
24. Magister Sevrin Loth (IA9), change the Armour of Selket to read as follows: The Armour of Selket: This is a suit of Artificer Armour that incorporates a Psychic Hood. In addition, the wearer can use their own psychic energies to empower the suit's defences further. At the beginning of his Psychic Phase, by expending a Warp Charge, Loth's 2+ Armour save becomes a 2+ Invulnerable save which lasts until the beginning of Sevrin Loth's next Psychic Phase.
25. Captain Modaci Blaylock's Terminator Attack special rule grants Objective Secured to Novamarine Terminator and Novamarine Terminator Assault Squads

## **SPACE WOLVES (& Fenris)**

1. Servitors can be taken as a separate elites selection (ie not requiring an iron priest to be taken)
2. The armour of scorn has no effect on poison weapons.

## **TAU (& Farsight Enclaves, Kauyon, Mont'ka)**

1. Markerlight hits count as a shooting attack for all rules purposes.
2. Smart Missile Systems need LOS to their target to use the intercept special rule; however models out of LOS can be removed as casualties. When firing a unit mixing SMS with other weapons, form a distinct wound pool for the SMS shots as they can affect models out of LOS.
3. Target Lock cannot be used during Overwatch to fire at a different unit than the would-be-attacker.
4. Models with the supporting fire special rule may use it while embarked inside of a building, measure range to and from the hull of the building. The building itself is also considered a friendly unit for the purpose of supporting fire.
5. Wounds inflicted by shooting with the "homing" special rule can be allocated to models in the target unit that are completely out of LOS of the firing unit.
6. Models with Target lock and different type of weapons declare their target(s) when firing their first weapon. All subsequent weapons firing must be aimed at the same unit(s) as the models initial shots.
7. When an Interceptor Drone disembarks from a Sun Shark Bomber, the distance the Sun Shark moves does not affect the drone's shooting attack (i.e. they do not need to fire Snap Shots even if the Sun Shark moves 36").
8. When multiple units fire Overwatch at an enemy unit, markerlight counters placed by one unit may be utilized by other units that fire after them.
9. A Markerlight counts as a weapon with a Strength of 5 or less for the Point Defense Targeting Relay vehicle battle system.
10. The Drone Controller and the Counterfire Defence support systems stack and affects drones firing overwatch shots.
11. A unit that is comprised entirely of drones is considered to be a non-scoring non-denial unit, even if the drone was at some point part of a scoring or denial unit.
12. When firing a Skyray, first roll to hit with the markerlights. Then choose if you are going to use any of them for the skyray and how. Finally, choose the weapons you are going to shoot this turn.

13. Units that are able to take drones within a Farsight Enclaves detachment, or that have drones as part of their unit entry, do not have to purchase bonding knives for any of the drone models.

#### 14. **Coordinated Firepower**

Any number of other units from the same Detachment who can add their fire power to the attack can only do so if they also have LOS (if they need it) and range to the unit being targeted by the Coordinated Firepower.

Where Coordinated Firepower interacts with Flickerjump, any Warpspider unit chosen as a target of this rule by a given Tau unit, will first make a jump move before the Tau player has to announce which other units will be adding to the Coordinated Fire attack.

15. For the Hunter Cadre formation, vehicles that flat out and fire always count as moving at combat speed unless they moved at cruising speed in the movement phase.

16. When other effects come into play while resolving Aun'Va's Paradox of Duality ability, first work out the paradox roll and disregard all effects triggered if the unsaved wound gets discounted.

17. The roll made for Aun'Va's Paradox of Duality may be taken instead of any save the model may attempt. Additionally, weapons that ignore cover do not negate the Paradox of Duality roll.

18. An Ethereal's "Invocation of Elements" affects all friendly models from codex tau empire who are in units within 12 inches of the Ethereal. All models in an affected unit benefit from the effect of the Invocation as long as at least one model is in range at the time invocation of elements is done (it is a pulse rather than an aura).

## **TYRANIDS (& Shield of Baal)**

1. When a Mawloc is using the Terror From the Deep special rule:
  - If the Mawloc's attacks destroy a Transport vehicle with embarked passengers, the passengers disembark normally before attempting to place the Mawloc. This may cause the passengers to be hit by the second blast marker or force the Mawloc to roll on the Deep Strike Mishap table.
  - When/if the Mawloc is placed on the spot where the blast marker landed, centre the Mawloc's base over the blast marker facing any direction. Note some of the model's base will hang over the side of the blast marker.
2. A Hive Crone's wings are ignored when determining which units the model may Vector Strike. Use the model's base, body, and head.
3. When using the Hive Crone's drool cannon, place the template's narrow end so that it is touching the Hive Crone's base like a normal template weapon.
4. Units with the Stubborn special rule ignore the Deathleaper's It's After Me rule when taking Morale or Pinning tests.
5. The Pyrovore's Volatile special rule only affects units within D6" of the slain Pyrovore.
6. Tyranid units inside buildings (i.e. the Bastion) are not subject to instinctive behaviour.
7. Wounds from Synaptic Backlash will affect units embarked within a fortification.
8. Tyrannocytes can never embark upon another Tyrannocyte.
9. Hive Guard failing an Instinctive Behaviour test and rolling a Prowl or Destroy result cannot use their ability to shoot at targets out of LOS when resolving their Instinctive Behaviour.
10. A Swooping Hive Tyrant cannot join a unit of tyrant guard.

11. Note a Hive Tyrant and Tyrant Guard are scored separately for kill points, even if they are joined together.

## **YNNARI**

1. The Yncarne can select to roll powers from the Sanctic psychic discipline.