



WORLD TEAM CHAMPIONSHIP

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FAQ DOCUMENT

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WTC FAQ DOCUMENT

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WTC FAQ DOCUMENT

MISSION STATEMENT

The WTC FAQ does not have the purpose to particularly offer the -right- or -commonly accepted- solution to a grey area in the rules. Its purpose is to offer a compendium of grey zones in the rules that specifically are ruled one way or the other in order to avoid frustrations and heated arguments at the gaming tables come the WTC, or rules that are generally advocated by the referee crew that governs the WTC.

WHAT CAN YOU EXPECT TO FIND IN THIS DOCUMENT?

- Rules clarifications (clear cases, often asked questions)
- Rules interpretations (grey zones, complex rules interactions, intent different from wording)
- RAW rulings on gaming issues
- RAI rulings on gaming issues
- Behavior clarifications (how we expect our players to behave in certain situations)

FIND OUT MORE ABOUT THE WTC

If you are interested to find out more about the event, get access to our player packs, our organizational structure, or just find out about some of our teams, head on over to the **OFFICIAL WTC WEBPAGE**, and feel free to join our **DISCORD CHANNEL** and **FACEBOOK PAGE** if you would like to interact with some of our player base.

<http://www.worldteamchampionship.com>

WTC FAQ DOCUMENT

GENERAL WTC CLARIFICATIONS

1. Players are required to give full disclosure of their army list, or the current state of the game (CP's available, units in reserve, ...), to their opponents.
2. Rules issues troubleshooting guidelines: WTC Clarifications > English GW Official FAQs > English Codex/Index > English Main Rulebook. Any document published by Games Workshop after list submission date will not be used at WTC. With digital releases, be aware that not all versions (Kindle, Android) will be updated regularly and might create discrepancies in the rules. In these cases, the printed physical copy takes precedence unless an FAQ entry was generated for that particular update.
3. Models are expected to be WYSIWYG (What you see is what you get). There will be a margin of tolerance for non-weapon wargear but always approve any deviations via the referees prior to the start of the tournament or be subject to possible penalties/have your models removed at the WTC. The referee crew is going to be very strict about the modeling policy.
4. Any instances where a model does not match the GW stock (as per the instruction manual that comes with the model) should be raised with the referees, and if any unfair advantage is deemed to be gained then said models will be removed and the player will be carded. Players may only convert their models for aesthetic purposes. Any players/teams that according to the opinion of the Referees have converted/changed their models specifically to gain a gameplay advantage will be penalized. Always assume stock position, height and loadout of models to determine if modeling for advantage is in play (Imperial Knights for instance may not rotate their gun arms out to gain more range/visibility, and Harlequin players may not mount the shuriken cannon on their Voidweavers in a backwards position to decrease the space their model takes up on the board).
5. In case of a ruling where the size of the model must be taken into account, the size and dimensions of the latest range of citadel warhammer 40000 miniatures models must be used. Players using converted, old or alternative models are expected to be able to provide the model from the latest range upon request by the Referee.
6. Where discrepancies occur between datasheet entries and summaries at the back of a book or via means of an online app, always use the latest updated datasheet entry (usually found in the FAQ document) as the final and correct entry.
7. Players using drop pods must use them with the petals closed at the WTC. True LOS then applies.
8. When using GW dice, or custom dice, players need to ENSURE their dice pips (essentially the number on the dice) can EASILY be distinguished from across the table by their opponent. Where this is not the case, players will incur a yellow card infraction and the dice will be removed from the tournament. Any player that is the victim of this should immediately notify a referee.
9. Dynasties/successor chapter/custom hive fleets can not be given names of subfactions that already have their own rules such as "Dark Angels" for Space Marines or "Kraken" for Tyranids.



WTC FAQ DOCUMENT

GENERAL WTC CLARIFICATIONS

10. <Behavior> Players are expected to 'play by intent.' What this means, within the context of the WTC, is that players should actively talk through everything they are doing and what they intend to accomplish by doing it (i.e, I am moving these Guardsmen to hold this objective, but remain out of heroic intervention of your Shield-Captain). But, this also expects that both players must ensure that it is a two-way conversation where information is not being purposefully withheld that could affect your opponent's intention (i.e. before you move those Guardsmen, don't forget that my Shield-Captain can heroically intervene 6"). For clarification this does not mean that you need to reveal your game-plan, but it does mean that the game should be played openly to avoid any 'gotcha-moments' by way of obscure rules.
11. When a 9th edition codex is released, any and all rules, relics, stratagems and abilities that are granted in any Psychic Awakening supplements, are null and void unless explicitly stated otherwise. Blackstone Fortress models cannot be used at the WTC.
12. <Behavior> Players are required to have relevant tokens, cards or similar visual indicators, to make it 100% clear to their opponent what abilities, powers, auras, or other buffs or debuffs units are affected by, and this for the entire duration of the battle. For instance, putting a token with +1WS clearly marked on it next to a unit that is affected by that combat drug, or using a magic card to indicate which psychic power a unit is affected by. Players that do not have the necessary attributes, or are not using them, will receive a penalty. Making the game as clean and transparent as possible is a requirement, not an option.
13. Pre-battle abilities (step13) are resolved starting with the player that goes first. All other interactions that take place when the battle begins (step14) are resolved by a roll-off between the players. The winning player resolves one of his abilities first after which players alternate. These abilities do not need to be resolved in a specific order in terms of what the ability affects (move/redeploy/... etc etc). Players can freely choose the order in which they resolve these type of interactions. If a rule, ability or stratagem instructs you to redeploy/move/... X or DX units, resolve the ability for all those X or DX units before alternating again.



WTC FAQ DOCUMENT

CORE RULES

GENERAL CORE RULES ENTRIES

1. Fast dice rolling is mandatory when it will not impact the game. When all the attacks in a certain volley have the same characteristics and resolving the shots together will not impact decision making for either player, make all the hit rolls at the same time, then all of the wound rolls. Resolve variable damage rolls 1 by 1. The rule above is there to ensure players do not stick to rolling attacks 1 by 1 when it is not absolutely necessary. You are NOT allowed to use a CP reroll to roll one of the dice in the fast rolling procedure. The option to CP re-roll only applies to cases where this might be important (When shooting at a unit that's partially covered by a forest for instance, work out shots 1 by one to see if and at which stage the -1 to hit applies in a situation where not all enemy models would get the benefit of dense cover), in which case the dice need to be rolled one by one or no re-roll may be used as the player in question will have knowledge after the fact. Damage from multi-wound attacks vs multi-wound models that are members of a unit must be resolved one at a time. For units that fire multiple of the same weapon, like Plasma Inceptors, you can still apply fast rolling. Resolve all the plasma exterminator shots for each model together and see if any rolls of 1 would slay a model after all the shots are resolved.
2. Abilities with the same name do not stack to the same unit unless explicitly stated so.
3. Abilities that return dead models back to play within an existing unit such as Necron's Reanimation Protocols, a Space Marine's Narthecium, the Tervigon's ability to replace Termagants in an existing unit, or similar effects that add models to units, do not require any reinforcement points and may never bring a unit above its starting size. Adding new models to units such as blue or brimstone horrors to a unit of horrors, does cost reinforcement points for every model added in this way.. When adding models to existing units, models have to be placed in coherency with a model that was there prior to returning a model to the unit.
4. When a weapon/ability references a model's 'Wounds characteristic' such as with an Ork tellyporta mega-blast or the Red Terrors Swallow Whole ability, take into account the wound characteristic on its profile, and not its current wounds value.
5. Where abilities, rules, or stratagems interact when a model is slain, use the profile as if the model had one wound remaining in case of models with a degrading profile, unless if the rule or ability states otherwise.
6. Where abilities, relics or warlord traits let you generate command points, bear in mind that your model with the ability, item or WL trait must be deployed on the table for it to be used.
7. Models entering play via relics, abilities or stratagems, like is the case for 'Cloudstrike' for instance, always do so counting as having moved their maximum distance.
8. Abilities that trigger when a model is slain cannot be used in conjunction with any other ability that ignores wounds. In such cases players can choose which ability takes precedence.
9. For LOS purposes, never count decorative elements on a model's base, such as for the new Imperial Assassins, Drazhar or Jain-Zarr, or the base itself, to draw LOS to or from. Players may choose to not use the decorative elements that make up a model's base, even if it can impact LOS.
10. Units on skimmer bases need a minimum stem height of 2 cm. Models that don't have the proper stem height will be pulled for the duration of the tournament as soon as the discrepancy is noticed.
11. The Attacker Priority Rule only applies to abilities and core rules on a model's datasheet. It never applies when clashes would occur due to the use of stratagems.
12. Any unit that is removed from the table and then set up again will count as Reinforcements.
13. A unit that is the subject of an out of sequence charge will always be able to allocate attacks to said units if it meets all other criteria to do so.
14. <Rules Clarification, RAI> When an ability, stratagem or rule would allow you to redeploy units after both players have finished all deployment steps, none of those units can be placed into Strategic Reserves unless specifically allowed to by the rule/ability/stratagem in question. Units that could deploy outside of their deployment zone can also use this ability when they redeploy.
15. Rules Clarification> Models that have the ability to "resurrect" after they are destroyed, like is the case for

Celestine's Miraculous Intervention, Guilliman's Armour of Fate, or the Necron resurrection Protocols just to name a few, do not contribute twice to mission secondaries, like Assassinate, when those models are destroyed two times over the course of a game. Special rules and abilities (like Space Wolf's Deed of the Wolfkin or Inquisition's Seize for Interrogation Stratagem) that trigger when a model is destroyed are resolved when the relevant model is first destroyed. Models that are revived or resurrected can never be placed in engagement range unless the unit they belong to was already engaged when the models resurrect/revive, or when their rule or ability explicitly allows this.

16. <RAW, RAI> When an Aircraft uses the Hover Jet rule, it can be charged normally by all units, even those without the fly keyword. When charging, models may freely move across the base of a model with the Aircraft rule, except when it would be explicitly stated this isn't allowed.
17. <Rules Clarification> When a unit can enter tactical reserves after the game has started, and the rule, stratagem or ability doesn't specify that the unit in question can arrive in any subsequent turns, the unit must arrive in the following turn.
18. <RAI> When a unit has a rule that reduces the damage by 1 or a similar number, it is always implied that it is 'to the minimum of 1 damage'.
19. <RAI> Abilities and stratagems that affect an opponents use of their stratagems, like Reign of Confusion or Agents of Vect, cannot be used as long as the opposing player hasn't started their first battle round by opening their command phase and starting their turn. As such these abilities and stratagems cannot affect anything that happens 'before the actual start of the battle'.
20. Abilities like Adepta Sororitas' Blessings of the Faithful Miraculous Ability cannot be used or 'activated' when the model/unit in question isn't on the table at the moment the interaction is needed. This unless the specific rule/ability states otherwise.
21. A unit cannot be both set up and enter strategic reserves/be removed from the battlefield as reinforcements or otherwise during the course of the same battleround, unless the rule explicitly allows and states this. A unit that disembarks from a transport counts as having been set up on the table for the purposes of this FAQ.
22. Note that any rule that ignores the benefits of cover ignores any penalties granted by the cover as well, such as penalties to hit rolls.
23. Only abilities tagged with the (aura) tag are considered to be aura abilities.
24. The following Core Rulebook FAQ implies that when using the 'same modifier', the same restrictions imposed on the transport apply to the embarked passengers. For instance, Since Speedwaagh only applies to Biker or Vehicle models, embarked passengers can never benefit from the modifier granted to their transport. The same reasoning goes for Trukkboys, as embarked passengers are not TRUKK models.
25. <Rules Clarification> At the WTC, the following applies whether to consider the hull, the base or any and all parts of a model:
 - A1: For Line Of Sight you always ignore the base and consider only parts of the actual model.
 - A2: For Deployment and checking whether a model is on the battlefield, always consider any parts of the model (downward projection of the hull onto the battlefield ground/level). This means models cannot be deployed 'under' vehicles or anywhere within the downward projection of the hull. This rule does not apply to models with the AIRCRAFT keyword.
 - A3: For measuring distances and when checking if a model is in, wholly within or over something else we have different cases:
 1. When the model has a base and no "measure to Hull" rule consider the base for measuring/checking.
 2. When the model has no base or has a "measure to Hull" rule, use the downward projection of the hull onto the battlefield/level for measuring/checking.
 - A4: For the purpose of the Fight phase but also to check engagement range at all times, use any parts of the model or its base, and the downward projection of the hull onto the battlefield/level for all models except AIRCRAFT. This means that a vehicle with or without a base will be considered being in B2B as soon as a model from an enemy unit touches its downward projection of the hull onto the battlefield/level with its own base, or ends up anywhere within 1" thereof, and vice versa. Please note that the downward projection also impacts where you can place friendly models as no two models can occupy the same space on the table. An example of this is given below.

This Character is in an illegal position. You cannot have models occupy the same table space at the same level. The Defiler's downward projection of its hull onto the table prohibits the character from being positioned where it is in this picture.



MOVEMENT PHASE

1. Abilities or rules that trigger in the movement phase when units 'move over' other units, like Void Mines from Razorwings or Stasis Bombs from Dark Talons, can be used on a unit with models currently within 1" of an enemy unit.
2. When placing models and using wobbly model syndrome, the controlling player is free to place their model how they wish as long as there are no abstractions regarding the law of physics when they are placed (like placing a shadowsword or Mortarion on its side), and as long as it is balanced in such a way that a bump to the table doesn't risk to dislodge/cause the model to fall from its position. With regards to VEHICLES and MONSTERS and how they interact with Ruins specifically, the entire base needs to fit (completely on) the level your model is trying to occupy or it cannot be placed in said position. For models with other keywords, if the basesize exceeds 40 mm (this would also count for the ovals where one part is longer than 40mm) they cannot occupy levels on Ruins.

In all instances where a wobbly model would come into play the motto is: be reasonable, talk to your opponent, and try not to game the system. The referees will be harsh and hand out yellow cards for unsportsmanlike conduct to anyone trying to abuse this rule for a gameplay advantage. Players are encouraged to immediately seek referee assistance if they feel their opponent is pushing the limits in regards to Wobbly Model Syndrome.

3. Units that are embarked upon a transport that comes out of strategic reserves count as reinforcement units themselves, and can only be the target of abilities and rules such as Auspex scan when they disembark the turn the transport arrives. Units that stay embarked upon said transport are not automatically destroyed past turn 3 as the moment they show up with their transport, they stop counting as being strategic reserves even if they stay embarked.
4. <RAW> Certain models have rules and abilities that lets them move through terrain features (Flipbelt, Wraith Form, Personal Teleporters). Such models are still subject to the movement modifiers for moving through difficult ground.
6. <Rule Interpretation> When non-vehicle models pivot, do not count the pivot distance for models using circular bases (the pivot is essentially free). For any other model that has an asymmetric basesize, or vehicle models, count the total distance that a model moves using the part of the model's base (or hull) that moves furthest along its path (this includes parts that rotate or pivot, but excludes extra move values generated by free pivots).
7. When a unit declares a fallback move, and an ability or stratagem like Cut It Down interacts with it, subsequently altering its movement value, use the movement value after resolving any such effects to see if the unit effectively can make a fallback move. In any case, count the unit as having made a fallback move.



PSYCHIC PHASE, PSYKERS AND SPELLS

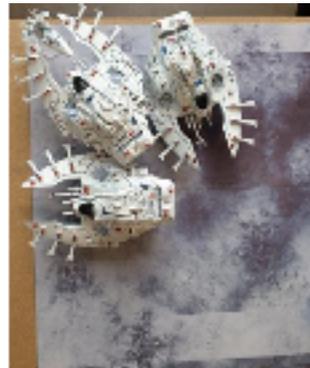
1. Smite can be used on units within the engagement range of friendly units.
2. Where models or units have abilities that allow them to deny a psychic power, as is the case for Khorne Flesh Hounds for example, the deny the witch attempt is subject to the 24" range limitation unless the ability states another range.
3. Psychic Powers cannot be cast when a unit with Psychic Abomination would be the target of a psychic power that works on the nearest unit. Do note that powers that do not directly affect the unit with Psychic Abomination, still take effect. This happens for instance when a unit that is the target of a charge or shooting attack from a unit with the psychic abomination rule would have altered characteristics, improved save, add modifiers to their rolls, and/or cause them to re-roll dice or any other such effect.
4. Psychic Powers with the same name that are scattered across several books/releases and might even work on different keywords count as the same spell and cannot be cast more than once. This is the case for instance with Miasma of Pestilence from the Deathguard and Chaos Space Marines releases respectively.
5. <RAW> Psychic Powers that generate CP's count towards the maximum number of CP's that can be gained per turn.
6. When an interaction states a Psychic Power is "resisted", treat it as you would a normal "deny", meaning a power that cannot be denied also then cannot be "resisted".
7. Page 222 of the core rules imply that when mortal wounds are caused on units with targeting restrictions, like the Silent King's Triarchal Menhir rule or Celestine's Lifewards, those MW's must be passed on as for any other attack, meaning the Gemini and the Menhir's will always take the MW's first.

SHOOTING PHASE

1. Unless otherwise stated, Supercharged Plasma Guns that roll a 1 will kill a vehicle outright.
2. A model's base never comes into play when checking LOS, and is just used for range. Bear in mind that for models without a base, you check LOS to the model (this includes sponsons and turrets and the like), range from the weapon (this includes sponsons and turrets and the like) onto the hull (this includes sponsons and turrets and the like)
3. When a unit can fire twice, work out both shooting attacks immediately one after another before moving on to another unit, unless the power or ability states otherwise. The second attack can target another unit freely, unless stated otherwise.
4. Units that can make attacks that don't need LOS still apply a -1 when shooting at a unit benefiting from dense cover unless a line can be drawn without passing over a dense cover terrain feature.
5. Abilities that allowed you to target units that weren't closest models have been changed to state they now ignore the Look Out Sir rule. Rules and abilities like a Cryptothralls Protectors aura or the effects of the Cloud of Flies stratagem now prevent the targeting of a character by units that can ignore the Look Out Sir rule as a consequence of this change.
6. Units that gain the benefit of cover when they are not in cover (by some ability) gain light cover. Units that ignore the benefit of cover ignore effects bestowed from light, heavy and dense cover.
7. When one-shot weapons are declared as part of a shooting attack, but the target dies before resolving the attack, the one-shot weapon still counts as being used/shot.

ASSAULT PHASE

1. Units that have a rule or ability to charge more than 2D6" such as the Brass Scorpion's 3D6" charge, or effects that grant +1 to charge moves or the like, are still only allowed to declare charges if they are within 12" from the enemy.
2. Units completely out of LOS cannot be affected by overwatch fire unless the weapon allows for shooting at units out of LOS.
3. <RAW> If a character charges into a unit, it can be the subject of overwatch fire even though it is not the closest visible enemy unit unless it is protected by a unit with the Bodyguard rule or ability.
4. A unit that would no longer be in coherency due to overwatch or such can still opt to charge if the charge move will allow it to restore coherency. Similarly, if a unit finds itself out of coherency in the fight phase, models in that unit are still allowed to make any Pile In and/or Consolidation moves as long as they can restore coherency. If this is impossible, no model in the unit can move at all and unit coherency checks will apply.
5. When two units are equidistant, the player controlling a unit can freely choose which unit to pile in towards.
6. When units with the flyer battlefield role pile in, they may freely pivot and change their facing as part of doing so.
7. A charge will fail if a unit does not end up within the engagement range of ALL declared targets.
8. When a charge roll is made for a unit that arrives from reserve where it must be more than 9" away, a minimum of 9 on the charge roll (after applying any eventual modifiers) is always required for a successful charge.
9. When a rule or a stratagem allows a unit to perform a heroic intervention (eg Fraternity of Heroes), all the requirements for heroic interventions apply: there must be an enemy unit within heroic intervention range (typically 3" but some stratagems may increase this range, such as Born Protectors changing the range to 2D6"), the intervening unit must finish its move closer to the closest enemy model (unless the stratagem, rule or ability overrides this specifically), etc...
10. When a rule ability or stratagem, or any interaction there-of, would allow a unit/model to trigger as if it were the fight phase, that unit/model cannot fight more than once in the same phase unless it is explicitly allowed to (it must be stated that the unit/model may fight again or an additional time this phase).
11. The front tips of a vehicle like a wave serpent or equivalent chassis cannot be used to block off charges to models by positioning friendly models between them. The WTC does not condone players engineering these type of situations where models are unchargeable and where interactivity between the players is reduced.



MORALE PHASE

1. Models fleeing as a result of a failed morale/combat attrition test cannot be brought back into the game by means of Reanimation Protocols, an Apothecary's Narthecium, or any similar abilities.

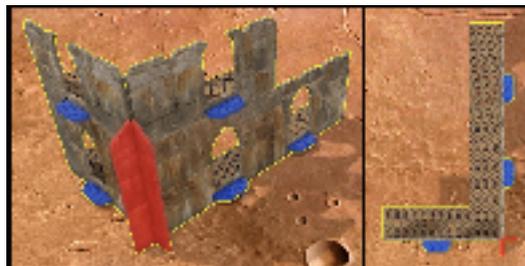
STRATAGEMS

1. Stratagems like 'Indomitable Guardians' and 'Counter-Offensive', that interrupt the alternating flow of the fight phase, cannot be used in conjunction with each other to make units in your army fight one after the other. Stratagems like these never 'stack'.
2. Stratagems with the same name that are scattered across several books are still considered the same stratagem even when they target different keywords, meaning only one instance of these stratagems may be played per phase/battle as the stratagem describes.
3. Unless they state otherwise, stratagems that do not list they target friendly or enemy models or units, can only be used on models or units from your own army. For example, in mirror-matches you are prohibited from using Tide Of Traitors on your opponents unit to remove it from the table, or any other interaction of the sort.
4. Desperate breakout cannot be used on units that have a movement value of -, 0 or units that state they are immobile on their datasheet.
5. Each unit can only be the target of a given stratagem once per phase, or once per pre-phase. This is the case for instance for Apoplectic Frenzy and for Forlorn Fury.
6. <Rules Clarification> Rules, abilities or stratagems that allow a unit to perform a given action when falling back (like shooting, charging, being selected to fight, casting psychic powers, ...) cannot be used on a unit that is also the target of the Desperate Breakout stratagem.
7. <Rules clarification> When the Command re-roll stratagem is used for a given dice roll that tells you to roll two dice and discard the highest or lowest one (like is the case for the damage roll from a melta weapon in short range for instance), the reroll is also made with 2 dice.
8. <Rules clarification> A unit benefiting from Daemonic Incursion that is also a target for To The Last does not count as destroyed for this secondary as long as there is a model alive from the unit that gets put back into play.
9. Stratagems that do not specifically say they can be used on units that count as Reinforcements/are in Strategic Reserves that are currently not on the battlefield, cannot be used to affect such units in any way.
10. Stratagems that are used at the end of the turn cannot be used more than once as the end of the turn coincides with the end of the morale phase.

TERRAIN AT THE WTC

GENERAL TERRAIN CLARIFICATIONS

1. When charging an enemy unit that is up on or behind a ruin wall with an INFANTRY, BEAST or SWARM unit, and there is no space to place models within 1" of the enemy models, wobbly model applies. After resolving potential overwatch, calculate the necessary distance for the closest charging model to travel in order to complete a charge and end up in engagement range. If the charge distance is at least this much, the charge is considered successful and the units are considered to be engaged. Note that this only ever happens if your unit would be legally allowed to be placed in engagement range in the first place. It helps to not actually move any models in the charge phase to work out who can fight in this case and proceed to place models where they should be when the results have been determined and casualties have been removed. In ALL instances where a situation like this occurs, call a referee over to your table PRIOR to moving ANY models.
2. A model is only ever counted to be within a terrain feature when part of its base, or the extension of its hull projected onto the ground when the models rules state to measure from the hull, would overlap with said terrain feature. Touching terrain with models is not enough to be counted as being within a terrain feature.
3. Vehicles and monsters can benefit from the dense cover terrain rules, even when the terrain has the area terrain category.
4. Woods at the WTC will always be played as if they did not have any foliage/trees, and thus will never impede movement other than the penalty bestowed by the difficult ground keyword.
5. Any unit type, not only Infantry/Beast/Swarm, can benefit from Light Cover. Whereas Area and Obstacle terrain with the Light Cover Terrain Trait gives the benefit of cover with restrictions, light cover can be bestowed from other sources with different restrictions.
6. "Parkouring" is not allowed at the WTC. Technically, by following the BRB rules, Cavalry, Bikes and Monsters are allowed to move up and down ruins, walls, moving sideways and skidding their way across the battlefield as long as they don't enter engagement range. By captains vote, this has been changed so that no model may move horizontally/sideways across the walls of area terrain and obstacles, and only INFANTRY, BEASTS and SWARM keyword models and models that can FLY can move vertically over said terrain.
7. A unit that Holds Steady in defensible terrain will score a hit in overwatch on an unmodified roll of 5+
8. WTC terrain has clips to link the terrain together. Those clips/extended parts are taken into account for Blocking Line Of Sight (BLOS) purposes, except for the bottom floor parts that protrude from the front of the ruins specifically, these are always disregarded for any type of gameplay/rules interaction.



9. When regarding WTC Terrain, treat all the gaps that are there for terrain assembly as non-existent. This also applies to the gaps between two touching containers (including the gap between containers and the ground or two stacked containers). Line Of Sight cannot be drawn in these instances.
10. Windows, doorways or other such gaps within the walls of BREACHABLE terrain count as part of the terrain feature. Therefore, only INFANTRY, BEASTS and SWARMS may protrude parts of their model through or over said gaps and the terrain feature as a whole.



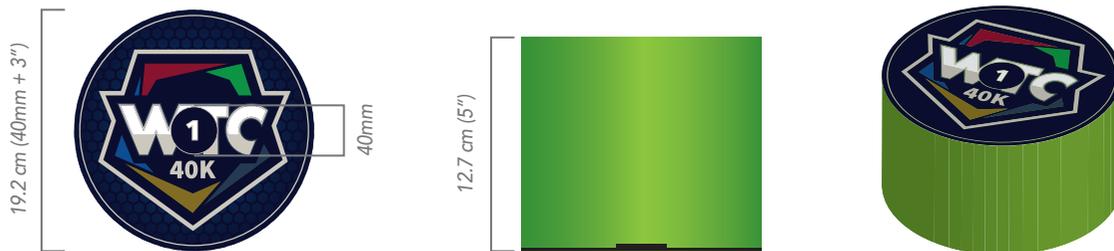
FORTIFICATIONS CANNOT BE USED/PLAYED AT THE WTC



MISSIONS, ARMY & DEPLOYMENT

MISSION CLARIFICATIONS

1. For interactions like determining if a vehicle without a base controls an objective, consider the hull to be the downward projection of its hull-features onto the floor.
2. Objectives at the WTC are always to be placed on the ground floor, even in missions where objectives can be moved. The area to control any given objective is a cylinder that extends 3 inches from every edge of the 40 mm marker and 5 inches up from there.



3. For the purposes of secondaries like EOAF, the table center is a 6 inch cylinder that is infinitely high.
4. Attempting to deny a psychic action counts towards the number of times a model can attempt to deny the witch.
5. The description of a secondary objective will decide if more than one unit can perform the given action. Ignore the last sentence of the 2nd paragraph of page 77.
6. In mission 33, when you move objectives horizontally, they can be moved in any direction.
7. Actions can be performed by units that are set up in the Reinforcements step of the movement phase before moving on to the Psychic Phase.
8. Players cannot declare actions from secondaries they have not chosen at the start of the game. No subterfuge with Hidden Agenda's.
9. Character units comprised out of multiple models (like Aestred Thurga & Agathe Dolan, or Grimaldus and his Cenobyte Servitors or Celestine and her Geminae to name a few) only ever give up 3 points for the assassination secondary, and this when the entire unit is destroyed.
10. Units can never finish an action and then be placed in strategic reserves/reinforcements unless it is explicitly stated in the rule that this is the case.
11. When selecting Nachmund Secondary Objectives, ignore the Agents of The Imperium or similar rules when using keyworded secondary objectives.
12. Actions cannot be started by units that aren't currently on the battlefield.
13. Scoring points at the end of the turn for secondaries such as EOAF and Stranglehold are always done AFTER any abilities, stratagems or rules that allow units to leave the table and enter Reinforcements/Tactical Reserves at the end of the turn/battleground, have been resolved.
14. When players are asked to move objectives (Secure Missing Artefacts) this happens after step 9 but before step 10.
15. When one player erroneously picks secondaries from the same category, for that game the player will immediately fall back to the three predetermined secondaries for that game: Grind Them Down, Assassinate and Behind Enemy Lines, and this as soon as the error is discovered. All the VP's scored in that game for that player up to that point are declared null and void.
16. Some actions require a unit to be OBJ Secured to determine whether an action is completed at the end of the turn or the start of the next command phase. When such interactions involving objective secured take place, the unit in question needs to be objective secured when the action is started and also when it is completed/scored in order to determine the timing when the action would be completed.
17. A given Psychic Action can only be started/performed by one unit in your army per turn, unless the description of the psychic action explicitly states otherwise.

ARMY CLARIFICATIONS

1. When supplying your army list, it is mandatory to list which warlord traits, pregame stratagems and psychic powers your models/units will use.
2. <Behavior> It is WTC tournament etiquette to state how many command points you have in your army when: running through each other's army list, when using or gaining command points during the game, ... Clearly state "I have XXX Command Points left now" whenever a CP use or gain happens during the game.
3. Units that do not exclusively have the infantry keyword (Thunderfire Cannon as an example) cannot unlock a transport.
4. Ynnari armies can use the CWE specific faction secondaries even if they contain Harlequin or Drukhari units.
5. GSC armies can use their faction specific secondaries even if they contain Brood Brother Detachments.
6. Disciples of Belakor can use their faction specific secondaries even if they contain CSM units.

SETTING UP MODELS AND DEPLOYMENT CLARIFICATIONS

1. <RAI> Models need to deploy fully within their deployment zone, no part of a model may overlap with the deployment edges or the table edges unless an ability states otherwise or the model is too big to fit onto the table. If the model has no base and is too big to fit then it must be deployed so that it is touching your battlefield edge and only overhanging your deployment zone edges. If the model has a base (including flyers that also have a base/flying stand) but there is no position in your deployment zone to place the model's base wholly within the deployment zone without any part of the model overlapping the deployment edge or the table edges, then any part except for the base may overlap the deployment edge. Units that have to deploy in such a fashion are prohibited from acting in their first turn as per the rulebook (Grand Tournament Games - 11. Deploy Armies). In instances like this, Aircraft units do not automatically enter strategic reserves. In the second turn the model cannot elect to remain in a position where any part of it overlaps a table edge and must move so as to break this gamestate. In no way shall players 'engineer' situations where their own models won't be able to fit into their deployment zone. Where this occurs, our referees will be instructed to remove models that would profiteer from such tactical ingenuity for the duration of the game. If both players cannot agree then a judge needs to be called to the table to assess the situation. The judge will determine if certain parts of the model may be overhanging their deployment zone or any table edge.
2. When one deploys units onto the battlefield, whether this occurs at the beginning of the game or during the game when reinforcements arrive, remember you cannot place units in a position they wouldn't normally be able to move into. As an example, you cannot deploy a non-flying vehicle on the top level of a ruin.
3. Units that can deploy via special abilities like a Nurglings Mischief Makers or the Eldar Stratagem Phantasm, or a Spawn that is generated via an ability or spell, still cannot place any models within engagement range of enemy models. If both players have units that can be set up after both armies have deployed, or before the start of the first battleround, proceed to roll-off to decide who starts placing their units with that specific ability first, after which players alternate putting down units.
4. When considering how much of your army can be put into tactical reserves/reinforcements, subtract any points for drop pods/units inside of drop pods and then divide that number in half to determine your available reserves/reinforcement points.
5. Strategic reserves (excluding units that entered strategic reserves after the first battle round has started) cannot come into the game past turn 3. Units that haven't come in by turn 3 count as destroyed. Note that this only applies when the models couldn't physically be placed. It is both players duty to remember units that have been placed in strategic reserves to come into the game in a timely fashion (you may want to ask your opponent: are you bringing in strategic reserves this turn at the end of every movement phase for instance). In the case both players forget about units in strategic reserves and cannot resolve a situation, then involve a judge who will make a judgement call based on the current state of the game.
6. <RAI, RAW> When setting up units on the table, players cannot choose to place their units in such a way that only some models are automatically destroyed in order for the remaining models to be able to legally be set up. The entire unit must be set up in a legal way or the entire unit will count as being destroyed.
7. Follow the order for pre-game abilities, redeployment, and pre-battle abilities defined in War Zone: Nachmund.



WTC FAQ DOCUMENT

CODEX CLARIFICATIONS

DATASLATE CLARIFICATIONS

1. Abilities or rules interactions that don't specifically state they 'reduce' or 'worsen' the AP of an attack, but instead state they 'are' a certain AP instead, like is the case for Rotten Constitution for instance, do not stack with Armour of Contempt.
2. Honourguard of macragge are Bodyguards and as such not exempt from the changes to the Bodyguard rule.
3. Ultima storm shields cannot benefit from Armour of Contempt as all storm shields are excluded.
4. For the purpose of the changes to the Blaze of Light Characterisation, ignore bullet point 3 from the rare rules regarding Shooting whilst embarked on a transport.
5. The Silent King's Menhirs also lose the CORE keyword.

ADEPTA SORORITAS

1. An Argent Shroud model in a Retributor Squad that shoots again due to the use of an Armorium Cherub, cannot re-roll the to hit or to wound roll with the Deeds, Not Words Order conviction when a prior attack had already made use of said conviction.
2. As soon as 6 mortal wounds are done with the Blessed Bolts Stratagem, any remaining attacks are resolved normally.
3. Taddeus the Purifier cannot be used in Sororitas armies at the WTC, just like other BSF models.
4. Add 'this turn' to each clause listed under the Purge The Enemy - Slay the Heretic secondary.
5. Battlefield Supremacy - Defend The Shrine reads as "select to be THEIR sacred shrine" and "control YOUR sacred shrine" in the case of two players playing each other and both choosing this particular objective.
6. When a geminae superia model is returned via Healing Tears, do not place models in engagement range of enemy units the other models in the geminae unit are already in engagement range of.
7. When using Beacon of Faith, consider the wording to be "this miracle dice can only be used when THIS warlord..." to avoid confusion over who benefits from this warlord trait when it is granted by Saint in the Making. If the use of this Miracle Dice would generate another Miracle Dice (due to the Sacred Rose holy ordo for instance), then that die can also only be used by this warlord. Note that discarding a miracle dice is using a miracle dice and that you can only discard a dice when using an act of faith or a miraculous ability for the warlord with Beacon of Faith.
8. For the purpose of "Holy Trinity", a single model with a bolt pistol and a ministorum flamer qualifies for both the Bolt and Flamer weapon. Same for a ministorum combi-Flamer for instance.
9. Faction Adepta Sororitas models are not affected by an Astra Militarum Priests' War Hymns ability.
10. When a model with the Shield Bearer WLT benefits from the Martyred stratagem, the auto 6 on the miracle dice does not apply.
11. Dice used by a Cherub does not allow Devout Serenity to be used to generate extra Miracle Dice.
12. The Blessings of the Faithful Miraculous Ability cannot be used or 'activated' when the model/unit in question isn't on the table at the moment the interaction is needed.
13. Where an army with an Ebon Chalice and another Ordo detachment is concerned, the extra rite chosen for Verse of Holy Piety cannot be one of the two that is active for the Ebon Chalice Detachment.
14. Ephrael Stern and Kyganil can only be part of an auxiliary support detachment outside of a AS Detachment. In such cases, they are ignored for the purposes of Faction Keyword.

ADEPTUS CUSTODES

1. A unit cannot make use of a Katah by means of Martial Discretion if it wouldn't normally be able to use Katahs.
2. Martial Discretion cannot be used to benefit from katah stances that were NOT chosen as the 3 available to the player during the battle. It just allows flexibility during the game amongst the 3 katah's chosen.
3. Earning of a Name can be used to choose any martial katah and any shield host fighting style as outlined in Codex: Adeptus Custodes.
4. Esteemed Amalgam cannot be used on units that aren't currently on the table/battlefield.
5. The minimum unit size for an Allarus Custodian squad is as per the codex (meaning 1).
6. Avenge the Fallen does not allow Custodes units that are under the effect of auras or abilities that count as them being 'under half strength' to benefit from the additional attacks (such as the Metallica dogma).
7. Trajann allows re-rolling of hit rolls of 1, and wound rolls of 1.

ADEPTUS MECHANICUS

1. <Behavior> When a player forgets to choose a Doctrina Imperative or Canticle for the turn, it is customary to remind them of that fact. If both players forget, a Doctrina Imperative or Canticle is chosen as soon as any of the 2 players notices
2. A custom forgeworld is determined by both its primary and secondary dogma for the purposes of Detachment benefits.
3. A Cybernetica Datasmith that performs the Field Reprogramming action will not be able to make use of the Machine Sentience ability as long as the action has not been resolved
4. When a unit gains the "core keyword" due to Machine Sentience, the unit loses the core keyword and all associated benefits as soon as the model with the Machine Sentience cannot make use of its aura or the unit benefiting doesn't find itself within 3". For instance when Kastelans are granted the CORE Keyword, and Cawl is giving them the Lead in Prayer rerolls during the Command Phase, and subsequently the Datasmith switches the protocol in the movement phase, thus making the Kastelans lose the CORE keyword for the duration of the switch, those Kastelans can no longer use the rerolls granted by Cawl.
5. Lucius Forgeworld Kastelan Robots in the Protector Protocol cannot benefit from Solar Flare.
6. For the purpose of a Chaff Launcher interacting with Forgeworld Dogma Solar Blessing, consider the interaction only when the final damage characteristic of the attack (so after modifiers) has been determined.
7. The Technoarcheologist's pistol cannot be used to shoot models within engagement range.
8. A broad spectrum data tether will stack with the benefit from an enhanced tether.
9. Serberys Raider's Skirmishing Line cannot benefit from the +3 move bestowed by Agressor Imperative.
10. An army that includes a Super Heavy Auxiliary with Knight of the Cog does not lose the access to Adeptus Mechanicus faction-specific secondary objectives if all other conditions are met.
11. Dunestrider and March To War both happen instead of making an advance roll, and can never be used in conjunction with each other.
12. Booster Thrust cannot be used after finishing an Action.

WARZONE CHARADON: BOOK OF FIRE

Agents of the Imperium cannot be included into an army or renown.



ASTRA MILITARUM

1. The balance dataslate entries that were made pre-codex release do not apply to the new AM Codex.
2. MORE ENTRIES WILL FOLLOW IN NEXT UPDATE

CHAOS DAEMONS

1. A daemonic save cannot be affected by powers or abilities that affect the save characteristic (like is the case with the Jinx Psychic Power) unless the power or ability specifically mentions a daemonic save.
2. When a given rule or ability does not allow for a saving throw to be made, like the Culuxus' Life Drain ability, or the Genestealer Cult's Vokkor's Talisman Relic, this does not apply to daemonic saves unless daemonic saves are explicitly stated as being ignored.
3. The Requisition Stratagem from Nephilim overrides the need to have a daemon warlord as part of your army in order to access Daemon Relics.
4. For the purpose of unlocking Allegiance-locked stratagems, the Glossary is incorrect and stratagems are unlocked on the unit level, not on the Detachment level.
5. The Daemonic Allies rule implies that an army that includes daemon units not of the listed allegiance will lose all their legion-specific bonuses, including stratagems, relics and warlord traits.
6. A soulgrinder must be played on a 160mm round base at the WTC.
7. Chaos Daemon armies can use their faction specific Nephilim Secondaries, even though not all listed keywords match.



AELDARI : HARLEQUINS

1. Mirror Architect does not combine with the army wide bonus from Path Of Light as one ability is triggered when a unit is selected to shoot and another when the unit is making its attacks. Mirror Architect will also never come into play to determine who is the closest target for the purposes of LOS.
2. When The Arbiter's Gaze would interact with Path of Light, apply attacker's priority.
3. Adding traveling players to a Drukhari force will not break Drukhari Raiding Forces.
4. With Player of The Twilight, whenever you gain a CP by rolling 4 or more luck dice, you cannot regain any more CP that battleround. inches
5. A Twilight Path unit making use of Cegorach's Jest can consolidate up to 8 inches.

CRAFTWORLD ELДАР

1. Treasures of the Aeldari cannot be used to give a harlequin character a relic if by example a Farseer is the warlord of your army.
2. A Shadowleaper with the Ynnari keyword cannot target Ynnari units with Phantasmancy powers as they have traded in the Saedath keyword and are not a legal target of the spell.
3. A model with War Construct cannot shoot blast weapons into units within its engagement range.
4. A model or unit that makes a Battlefocus move of 0" in terrain cannot move vertically even if it ignores vertical distance moved.
5. A model that does not make any attacks cannot use Battle Focus.
6. Warp Spiders using Web of Deceit, Baharroth or Swooping Hawks, cannot charge after using Cloudstrider/Web Of Deceit/Skyleap instead of Battle Focus.
7. If Strands of Fate is used on an initial roll, the re-roll cannot then make use of another strand of fate dice as the opportunity to do so before a roll has been made, has effectively passed.
8. The Yncarne's Inevitable Death ability is affected by Omni Scramblers or any other such interaction. It can be the target of stratagems and abilities that trigger when a unit is set up as Reinforcements as long as all conditions to resolve the ability or stratagems are met. Remember that if the Yncarne does not start on the board it cannot be set up in the first battleround as it counts as Reinforcements. **Inevitable Death does not trigger as a result of the last model(s) of a unit fleeing from Morale. It triggers on both friendly and enemy units and allows to be set up within 1" of the unit that is destroyed as long as the Yncarne stays out of engagement range of any other enemy units while doing so. The Yncarne can make use of the ability every time the conditions are met, several times each phase.**
9. When using Relics of the Shrines, no additional CP must be paid to get access to said relics.
10. Swift Strikes allows you to battle focus and advance.
11. Baharroth can make use of Cloudstrider even if he is currently in base contact and wouldn't technically be able to consolidate.
12. Kabal, Wych or Haemonculus units lose that faction keyword when part of an Ynnari Detachment and cannot select any of the associated WLT's as a result.

DRUKHARI

1. <RAW> A Talos with 2 marco scalpels will only get +1 attack
2. <RAI> Even though the roll-off rules state that no modifiers apply to the roll-off, the modifier granted by the Shardnet and Impaler for the No Escape ability always applies, even to subsequent re-rolls in case the initial roll-off was a tie.
3. <RAW> A phantasm grenade launcher will force a separate leadership test for each attack that hits from a particular weapon firing.
4. <RAW> Abilities and rules that modify the damage a model takes from an attack (like Disgustingly Resilient), do

not influence the amount of mortal wounds caused by Precision Blows.

5. <RAW> When a Cult of the Cursed Blade model is slain because of an attack that wouldn't allow a save, you still roll the dice to see if the Only The Strong Survive obsession takes effect.
6. <RAI> For the purpose of Poisoner's Ampule, consider only abilities that have the (aura) tag in their description.
7. When Cruel Deception is used on a transport, its effects do not apply to any embarked units, as such an embarked unit will still count as having fallen back and will not be eligible to shoot.
8. <RAI> When a Cronos' Reservoir Of Pain comes into play, it does not matter how many models it has destroyed, resolve Reservoir of Pain once.
9. <RAW> When Kabal of the Poisoned Tongue units make use of Insidious Misdirection, they are placed in Strategic reserves at the start of the battle (but before the battle has begun) and as such have to arrive before battleround 3 is over (page 6 GT book, page 256 core rules).
10. Units in a Realspace Raid detachment do not gain an obsession if you don't take the required <Wych Cult> and <Haemonculus Coven> units. You must meet all the requirements in order for any units to gain an obsession.

WARZONE CHARADON ACT 1 - BOOK OF RUST

11. <RAI> To benefit from the rules and stratagems listed in this book for the Cult of Strife, there may be no other Kabal or Coven units in at least one COS Detachment from your army. This means mustering a COS Detachment for the purpose of the Book of Rust is done differently from mustering a COS Detachment from the core codex.
12. <RAW>The Glave Exquisite checks the Id characteristic of all models in an enemy unit. As long as 1 model in the unit is below Id8 no mortal wounds are suffered, and +1 to wound does not apply.
13. <RAI>Prizes from the Dark City or Hekatrix of the Crucibael cannot be used to buy additional relics from this book unless your Warlord is a COS model.
14. Auxiliary Detachments made up out of unaligned units such as Borewyrms Infestations or a Blades for Hire Unit can never count as a Cult of Strife Detachment.

GENESTEALER CULT

1. Units under the effect of Mass Hypnosis see their attacks diminished to a minimum of 1.
2. Return From The Shadows cannot be played in the 5th battleround.
3. An army that also includes detachments from other factions cannot make use of any rules that reference Crossfire or Exposed. This includes a Nexos' Battlefield Analysis by example.
4. A unit under the effect of Covering Fire cannot make use of any abilities that are considered to be Heroic Interventions. This includes the Praetorian Plate's Teleport Shunt by example.
5. From Every Angle can be used on units in Ambush or on the battlefield, but not on units set up in Underground.
6. When using Return to the Shadows, a unit will still take a morale test if it is triggered.
7. When a unit makes use of From Every Angle to be placed in strategic reserves, remove any ambush marker associated to the unit as soon as you do.
8. The Reductus Saboteurs "Deploy Explosives" ability is not an ability that is used in the command phase but rather an ability that lets you perform an action in that phase and as such cannot be used when it is set up from underground.
9. For the purpose of adding crossfire markers to a unit, never take into account damage reducing abilities. The crossfire token conditions are checked when hits are scored, not when the attacks are resolved, that's just the time the crossfire markers are added to a given unit.
10. A unit may not return to the shadows on a turn that it arrived from strategic reserves/as reinforcements.

GREY KNIGHTS

1. Redeploying units using Foretelling of Locus is done at step 13 (resolve pre-battle abilities). All normal rules, including datasheet abilities, apply when redeploying these units.
2. Powerfull Adept only applies to psychic powers, and not Psychic actions. As such, the range of the banner of refining flame cannot be extended.
3. Units making use of Teleport Shunt can be the subject of stratagems like Inescapable Forewarning or Auspex



HERETIC ASTARTES

GENERAL

1. From The Night does not allow a unit to come in as Reinforcements on Turn 1. It only changes where a unit can be placed when a unit arrives from Tactical Reserves rather than when.
2. A plague marine or Rubric marine that takes an icon will not gain the Icon keyword.
3. A unit can benefit from generating additional hits via Cursed Despoilers even if the hit-roll is not sufficient for a normal hit.

DEATH GUARD

1. <RAW> DG units can benefit from CSM stratagems as long as they have the right keywords and there is a detachment to unlock the CSM stratagems.
2. <RAW> Weapons that hit automatically can be subject to the Sickly Corrosion stratagem.
3. For the purposes of Inexorable Advance, a modifier to the charge distance or the charge roll is considered to be a modifier to the move characteristic.
4. The Flash Outbreak stratagem cannot be used to give a Contagion Rule to a unit that does not have the Contagions of Nurgle ability listed on its datasheet.
5. Inexorable advance allows DG characters to move and still make use of the Summoning rule.
6. Death Guard Characters can make use of the Daemonic Ritual ability to summon Nurgle Daemons and summoning doesn't break the battle-forged status of an army, as the contagion rule is added to units at the armylist stage.
7. When an army at the armylist stage would not consist entirely of Death Guard units (barring unaligned units), the only ability/contagion lost is Nurgle's Gift.
8. Disgustingly Resilient does not count as a "rule to ignore wounds lost" for the purpose of abilities like Life Drain (C'tan Shard of the Nightbringer).
9. The Tallyman's Seven-fold Chant ability works in each player's command phase, but only 1 CP can be gained per turn.
10. The Daemon Primarch rule does not preclude an army that includes Mortarion in a Super-Heavy Auxiliary Detachment to also include a Supreme Command Detachment, but Mortarion must be the warlord.
11. Where Revolting Stench Vats interacts with a charging unit, that unit can target units with melee attacks that it didn't declare as an initial target unless it would end up outside of engagement range when it is its turn to fight.
12. A Faction Chaos Daemon psyker can target Mortarion with spells such as Virulent Blessing or Fleshy Abundance.
13. When Typhus is taken as part of a Detachment that contains units from a different plague company, that Detachment is still considered as a plague company detachment and will have access to all the rules associated to that plague company, such as relics, WLT and contagions.

EMPEROR'S CHILDREN

1. Incessant Disdain only allows for a 3" HI, as per the usual HI rules. HI just triggers if the enemy unit is within 6" horizontally and 5" vertically.

THOUSAND SONS

1. The Mutalith Vortex Beast can be healed after using it's own Mutant Regeneration ability.
2. Pact From Beyond is not affected by modifiers to the psychic Test as no Psychic Test is made. Note that this does not preclude the use of the Warped Regeneration Stratagem.
3. Psychic Maelstrom does not allow the same psyker to cast the same power multiple times. It does allow a TS psyker to cast a power from a psyker with another faction keyword.

WORLD EATERS

1. Kharn himself will never be affected by his 'The Betrayer' Rule.

BLACK LEGION

1. Abaddon can be affected by 'Confluence of Traitors' even though he is taken as part of an army that isn't Black Legion.

IMPERIAL KNIGHTS

1. Knight Lances in a detachment featuring the Warlord, which does not at least have one titanic unit, but more than 5 armiger models, do not get any CP benefits.
2. IK armies cannot bestow the same bondsman ability to more than 3 armigers at a time. This can only be done if the Protect The Weak code was chosen and your army is Virtuous.
3. Imperial Knights do not score a point for not falling back via the Secondary Yield no Ground if no IK models are alive on the battlefield.
4. Noble Combatants does not apply to attacks made with the Smash profile (Magaera/Styrix).
5. When the Helm of the Namerless Warrior interacts with Noble Combatants, attacks that inflict mortal wounds are considered to have reached the inflict damage step.
6. When an additional CP is gained through the Imperial Knight Code Chivalric Oath: Defend The Realm, the honoured ability still allows for an additional CP to be gained that battleround through either Master of the Vox or Cunning Commander.
7. When mustering a Freeblade Lance AOR, your units may only have 2 martial traditions each, namely the Indomitable Heroes tradition and the tradition that each unit has chosen. If you take the Echoes Of The Past WLT, then you choose either Glorified History, or Fealty To The Cog in addition to Indomitable Heroes tradition. Do not pick a third tradition. The only way to get an additional third tradition is via the Mechanicus Exalted Copurt ability 'Master Tactician'.
8. When the Paragons of Honour martial tradition is in play consider the following:
For Defend The Realm in order to gain honour you need to have more objectives than your opponent and the models with this code must at least be holding one of them. In order not to loose honour models with this tradition must be holding at least as many objectives at the end of the turn as they started with. For Lay Low The Tyrants in order to gain honour it must be a knight with this code, in order not o loose honour the killing blow must be from a knight benefiting from this tradition. In order to benefit from the virtuous ability it must be from a knight with this tradition. For Protect Those In Need in order to gain honour it must be a knight with this tradition/a unit with this code must tradition must charge an enemy unit engaged with a friendly unit. In order not to loose honour it must be a knight with this tradition/must be a knight with this code charging an enemy unit that is engaged with the friendly unit. For Refuse No Challenge in order to gain honour the killing blow must be done with a knight benefiting from this tradition. As soon as a knight with this tradition fals back loose one honour.
9. For the benefits of the High Monarch Ability, it is enough that models start within 6". The benefits still apply even though affected models would move out of range for the ability.

INQUISITION

1. Greyfax's Psyoculum rule does not override the restrictions on powers like Smite.
2. When a Daemonhost is included as part of an Inquisition unit, the army as a whole would lose bonuses such as chapter tactics, Pay the points on your armylist in case you intend to use Malus Codicium to set up Eisenhorn's Daemonhost during a game.
3. In addition to not preventing other units in the army benefiting from detachment abilities (like chapter tactics) or abilities that require all models in an army to have it to benefit from it (rites of battle, combat doctrines, canticles of the ommissiah), adding an inquisitor to your army does not prevent models in an army to benefit from abilities that work from a common keyword (like every unit being an IRON HAND or successor chapter unit) or any other such interaction.

NECRONS

1. When models are returned via Reanimation protocols, The Resurrection Orb/Eternal Orb, Rites of Reanimation, or the Repair Barge ability just to name a few, reanimated models must be placed in coherency with models that were already on the table either after resolving previous units' attacks or at the start of the phase prior to resolving the ability that allows returning the models to the table. When adding models to a unit, if the unit was in a state where not every model was in coherency, the added models need to be placed in such a way as to try and restore coherency where possible. In the case of a single model unit being subject to reanimation above 6, coherency is applied on a returning model by returning model basis.
2. The Rites of Reanimation and Repair Barge ability can be used to target the same unit in the command phase.
3. Reanimation protocols are enacted each time an enemy shoots in the case of abilities where an enemy unit can fire more than one time during a given phase.
4. Reanimation Protocols do not apply to wounds/casualties generated when a unit incurs any mortal wounds (such as from explosions that are the result of a shooting or melee attack or any of the different bombs that cause mortal wounds out there), but do apply to mortal wounds generated as a side/bonus effect from attacks in shooting or melee.
5. <Rules Interpretation> When units are Reanimated due to the Resurrection Orb/Eternal Orb, do so for every destroyed model, even those that wouldn't normally get to activate reanimation protocols (like casualties from smite for instance), with the exception that models who flee as a result of a failed Morale Test can never Reanimate.
6. A Ghost Ark can transport a Skorpekh Lord.
7. A Canoptek Doomstalker can only use its Sentinel Construct ability if it is not the sole recipient of a charge. When it fires Overwatch as a result of this ability, do not pay the CP necessary for it.
8. Abilities that repair a model can be used in conjunction with each when the rules do not directly state otherwise. The latter is the case for instance with the Canoptek cloak and the Fabricator claw array.
9. The owner of the targeted unit decides if the unit ducks for cover or braces as a result of Atavistic Instigation.
10. Empyric Damping is used after knowing if the power was successfully manifested or not.
11. Reanimated models do not count as a destroyed model for the purposes of Morale but always count for the purpose of the secondary objective 'Thin Their Ranks'.
12. Strange Echoes cannot be used to swap out a unique C'Tan power, not for a unit that knows a unique C'tan power and not for a unit that does not know a unique C'tan power.
13. Aetheric Interception can be used in battle round 1 in the case of enemy Drop Pods arriving or some such. If units disembark from a drop pod, the Necron player can choose to set up his unit then and target the unit that just disembarked from the pod, as long as they meet all the requirements for being targeted.
14. When The Silent King is wounded before any Menhirs are (this can happen for example when being targeted by psychic powers that deal mortal wounds), ignore the wounds incurred and allocate all applicable attacks to the Menhirs instead following the Triarchal Menhir ability.
15. The Nightbringer's Drain Life ability circumvents abilities that state a unit can only incur X wounds per phase (like Necrodermis or Ghazghkull's Prophet of Gork and Mork ability to name a few).
16. Directive 1 of Protocol of the Eternal Guardian does not apply to units arriving from Reinforcements or via rules or abilities that lets them set up again such as Veil of Darkness.
17. Vassal Dynasties only ever benefit from one directive of the Command Protocol in play but they do get access to the Warlord Trait, Relic and Stratagem of their Vassal Dynasty.
18. A Transcendent C'tan and a Tesseract Vault can never choose unique C'Tan Powers but choose from the 6 listed powers.
19. When using the Void Dragon's Spear of the Void Dragon in conjunction with Techno-Oracular targeting, you can make an automatic wound roll for a single unit under the line, not for multiple.
20. Units that die because of the mortal wounds generated by Vengeance of the Unchained will not count towards the Code of Combat secondary objective. Neither will mortal wounds generated by a Noble unit that Explodes.
21. <RAW> The C'Tan power selection limits only apply to pre-game choices. The use of Strange Echos is not affected by this limitation.
22. <RAW> When two Necron players face off and choose Ancient Machineries as tier secondary objectives, go through the process of selecting the AM objectives for each player separately, starting with the player who started deploying his army.
23. <RAW> Preservative Auto-Torpor applies regardless if the Silent King is affected by the Stellar Alignment Protocol Stratagem.
24. <RAI> When the Silent King heroically intervenes, his Menhirs can also move with him.

25. <RAW> When a Menhir kills a unit, the Necron player is awarded the points for Code of Combat as the unit shares the Noble keyword (core rules page 197, 3rd paragraph)
26. <RAW> Aircraft models can make use of the Relentless Expansionist pre-game move but cannot use said move to move off the edge of the battlefield as it is not the movement phase.
27. Wraith Form only applies to horizontal moves. Any vertical movement a model is required to make is not ignored by wraith form.
28. Rites of Reanimation, or any other rules and abilities that refer to 'Reanimation' only apply to units that have the Reanimation Protocols ability.
29. Extermination Protocols listed in the White Dwarf supplement do not follow the Necron Balance Dataslate changes for command protocols and are instead applied as per the codex/White Dwarf.

ORKS

1. Bomb Squigs do not require LOS and can freely target characters, regardless of LOS or the bodyguard rule and can be used from within an open topped transport. **Each unit can use one bomb squig per turn.**
2. Blood Axes making use of "I've Got A Plan Ladz" do so at step 11. Deploying forces is the same as deploying armies. All normal rules including datasheet abilities can be used when redeploying these units.
3. Where a shokkjump Dragsta would deal a mortal wound to the bearer, deal the MW to the unit instead.
4. A Meganob equipped with 2 killsaws gets 1 additional extra attack, and not 2.
5. Ork Kommandos benefit from Sneaky GlTs regardless if the terrain has the Light or Heavy cover keyword.
6. Ork models shooting from open-topped transports are not affected by the same modifiers that apply to vehicles from "Speedwaaagh!" (i.e. +1 AP to ranged attacks, 1 additional shot with each Dakka weapon).
7. The Trukkboyz modifier only applies when the truk makes its attacks, and thus never to embarked passengers.
8. Brutal but Kunning still does not allow for more than 3 attacks to be made with the Squigosaur's Jaws. As such, additional attacks can never be made with this weapon but are made with another of the models' weapons instead.
9. **Trukk Boyz can charge after disembarking from a Trukk. Since they aren't affected by a rule that counts as remaining stationary, bullet point 7 (or any other bullet point from that rare rule FAQ) does not apply.**

CHAOS KNIGHTS

1. Consider a Wardog Moirax to have the Wardog Keyword and as such it can benefit from Pacts and Damnations and rules that apply to the Wardog keyword.
2. **When taking Warlord Abaddon alongside Chaos Knights, one can still take Chaos Knight faction specific secondaries (Nephilim overrides the codex).**
3. The Rune Of Nakt'graa is still limited by the Traitoris Ambition. A dreadblade cannot mix and match Fell Bonds from both Infernal and Iconoclast.
4. Fitting Challenge only awards VP's in the turn units are killed.
5. Empyric Fugue affects Psychic Actions.
6. A House Korvax unit will still gain the Daemonic Surge traitor ambition and the Forged In Terror household bond, as well as have access to all Chaos Knight stratagems, relics and warlord traits (including the house Korvanx ones) when part of Belakor's army of renown through Servants of the Dark Master.
7. Keywords gained through favour of the dark gods (like Tzeentch, ...) are not considered faction keywords and as such cannot be used to make same-allegiance (like Tzeentch) Detachments..
8. Ravenous Pterrorshades will trigger a morale test to a unit that sustains casualties even if that unit would not have to test for morale prior to resolving the dread test.

SPACE MARINES

1. Tremor Shells do stack with either Tenebrous Curse or Psychic Shackles even though Tenebrous Curse and Psychic Shackles can never be used in conjunction with each other.
2. A unit using Hungry for Battle that benefits from a set value move bonus when it advances, will still get the +1.
3. A model in Phobos armour that takes a relic armour will still benefit from any Phobos-associated rules.
4. A successor chapter cannot have more than two Successor Tactics, even in different detachments.
5. Regarding the Astartes Banner or the Standard Of The Emperor Ascendant upgrade for it, it is acceptable to tactically pull models as casualties from combat so the unit is no longer engaged within 1", leaving subsequent models that are removed as casualties able to shoot the unit it was previously engaged with. Fast Dice rolling is not mandatory in cases like these where the order in which models are pulled might make a difference. When the banner is used in overwatch, either by receiving casualties from an enemy unit shooting overwatch at it, or models from the unit overheating their guns or some such, the shots generated by the banner are always resolved at a normal ballistic skill as if it were the shooting phase.
6. If a unit with Shock assault was declared as the target of a charge, and the charge would fail, because the unit in question would be destroyed in overwatch, or the charge roll would be insufficient, the unit declared as target of the charge does not benefit from Shock Assault.
7. Determine if a unit under the effect of Transhuman Physiology was wounded after any potential to wound re-rolls for an attack have been made. Transhuman physiology does not apply to alternate means of determining if a unit is wounded, like is the case for the smasha gun for instance.
8. Where Master Artisans would interact with abilities such as the Astartes Banner, only one model from the unit can benefit during a given phase.
9. Hero of the chapter cannot be used to give named characters Warlord traits other than the ones specifically listed for these characters in their respective publication.
10. A Thunderfire Cannon is able to shoot while the Techmarine Gunner is performing an action.
11. Eradicators cannot benefit from Total Obliteration while they are subject to shooting due to the Astartes Banner Aura.
12. Attackers' Priority never comes into play with Transhuman Physiology. Players allocate which weapon (or weapon profile) they use after the use of transhuman has been declared.
13. Commanding Oratory only applies to litanies that the Chaplain can recite/knows during your battle.
14. Units benefiting from Temporal Corridor are prohibited from fighting but can still make a charge move.
15. Null zone applies to enemy and friendly models alike.
16. Steadfast Example does not work in conjunction with the benefit bestowed by Rites of War. Affected units will only count as 1 model each for the purpose of determining who controls an objective via Objective Secured
17. If an enemy unit is in range of multiple units with the Fearsome Aspect Successor Chapter Tactic, only apply -1 to the enemy's LD characteristic.
18. Death from Above, Outflank, and Teleport Strike are announced in step 10 of the pre battle sequence. Concealed Positions is determined in step 11.
19. Abilities like Omni Scramblers will always take precedence over abilities and rules that allow units to set up within a certain range like Dynamic Insertion, Lying In Wait, The Yncarne's and Sanguinor's abilities, just to name a few. Any units that cannot be set up because of the omni-scramblers ability count as destroyed. Take note disembarking units are exempt from the omni-scramblers ability but must simply stay outside of 9".
20. When a model that has a negative to-hit modifier with a melee weapon (like a powerfist) makes use of the Meltabomb stratagem, the negative to hit modifier would apply to the one attack.
21. Auspex scan can be used on units that reposition using abilities or relics such as Dark Matter Crystal or Teleport Shunt as long as the unit repositions in the movement phase, before the reinforcements step has been completed.
22. A model that is revived with Combat revival is considered to have moved just as other models in its unit in their movement phase. If the unit fell back the revived model is also considered to have fallen back for instance. Any rules that affect a revived model's unit at the time when it revives also applies to the revived model.
23. <RAW> A Bike Squad must have an Attack Bike to be able to use the Combat Squad ability.
24. An Impulsor that is benefiting from Relentless Determination does not allow a disembarking unit to ignore the Assault Vehicle rule. Units disembarking this way are still exempt from charging.



25. Successor chapters like the Minotaurs are not bound by the suggested successor chapter rules stated by GW. You can freely choose which successor chapter to use.
26. Vitrix Guard do not benefit from Armour of Contempt. Ultima Storm Shields count as Storm Shields to that effect.
27. Attack bikes are played on 60mm bases.

BLACK TEMPLARS

1. When Grimaldus would be wounded first (due to a targeted psychic power for instance), all further attacks must still be allocated to his servitors due to the mindless sacrifice rule.
2. Relic Bearer items like the Fist of Balthus cannot also be Master-Crafted.

BLOOD ANGELS

1. When Blade of Sanguinius is selected as a secondary, you cannot choose to not let the unit come in from strategic reserves or locations other than the battlefield. The model that has been picked for this secondary must be on the table at some point.
2. Miraculous Savior does not allow the Sanguinor to use the ability to come in as Reinforcements in the first battleround, nor does it allow to ignore abilities such as Omni Scramblers.
3. Angel Ascendant allows for an army to have more than 3 relics.
4. BA armies that both include BA Detachment and successor Chapter Detachments still have access to Savage Echoes.

DARK ANGELS

1. <RAW, RAI> The Multi Spectrum Array of Incursors does not allow them to use Fire Discipline at their normal BS. A set-value BS is not considered a modifier for the purposes of the Multi Spectrum Array.
2. The Steady Advance stratagem meets the criteria for unlocking the benefit of Grim Resolve.
3. For the purpose of Stubborn Defiance, select a unit from your army. That one same unit needs to control the objective marker in consecutive turns to score the points. If that unit is affected by a rule that it cannot use its objective secured (Engulfing Fear) or that it loses it (Necrons Harbinger of Despair), then that unit cannot score points for holding that objective for consecutive turns.
4. For Engulfing Fear, apply the -1 leadership penalty after checking for the last bullet point. In essence, when manifesting the power and checking if the result of the test is equal to or greater than the leadership characteristic of the unit, the -1 penalty does not apply.
5. Ezekiel's +1A bonus from the Book of Salvation is not cumulative when shock assault is triggered, but is cumulative with other bonuses like Honour Vehement.
6. Fury of the Lion applies to the warlord himself as well.
7. Calabrite Knight does not override Transhuman Physiology.
8. The Reliquary of the repentant does not interact with rules and abilities that add +1 to the roll for invulnerable saves. An unmodified roll of 5 or 6 is needed for a successful save.

IMPERIAL FISTS

A Crimson Fist model benefiting from Refuse To Die, and failing the required roll, cannot make use of rules or abilities that are triggered when a model is destroyed (like Only in Death Does Duty End)

DEATHWATCH

1. Special Issue Loadout also applies to Bolt Pistols.
2. The Banebolts of Eryxia relic cannot be used in conjunction with the Kraken Bolt special ammunition rule.
3. An Infernus Heavy Bolter can make use of the Hellfire Shells stratagem.

WARZONE OCTARIUS - RISING TIDE

1. The Specialism Extremis stratagem does not work in conjunction with weapons that auto hit.
2. When the Honored Veteran of the Watch stratagem is used to grant a Deathwatch Sergeant a warlord trait with a special rule such as "heroic intervention", "reroll charges", "fight first", "cannot be targeted unless the closest", or another similar ability that usually affects an entire unit, that ability applies only to the model with the warlord trait.
3. When the Honored Veteran of the Watch stratagem is used to grant a Deathwatch Sergeant a warlord trait with a special rule such as "Echo Of The Ravenspire", the unit in its entirety will never be affected if the warlord trait specifies "this warlord" but instead the sergeant will only be able to benefit if the rest of his unit has been slain.

IRON HANDS

1. Psysteel Armor has no effect on saves generated from a void shield.
2. Betrayer's Bane counts as a melta weapon
3. A Master of the Forge benefiting from the Iron Hands warlord trait: Adept of the Omnissiah will heal/repair for a total of 4 wounds.

RAVEN GUARD

1. The Raven Guard Master of Ambush warlord trait can be used in conjunction with the Infiltrators Stratagem
2. Ex Tenebris counts as a bolt weapon.

SALAMANDERS

1. <RAW> Stand Your Ground and Unyielding in the Face of The Foe stack for a +2 to armour saves for damage 1 attacks.
2. When using Self Sacrifice, note that the stratagem will not take effect when the first unit you selected is not within line of sight of any enemy units. In such cases, the second unit is an eligible target regardless of the fact that it is currently within 6" of the first unit selected, bearing in mind normal targeting restrictions.
3. The Never Give Up ability always expires on a given unit before a new unit is affected by it.

SPACE WOLVES

1. Announce the use of Keen Senses when you pick a unit to shoot with, prior to choosing a target.
2. A SW unit benefiting from Counter Charge can do so "as if it were a character".



ULTRAMARINES

1. Guilliman counts as being slain when he fails the roll for Armour of Fate or when he gets reduced to 0 wounds a second time in a game. As such, he can only benefit from Only In Death Does Duty End when he fails the roll for his armour of fate ability or when he has been reduced to 0 wounds for the second time.

WHITE SCARS

1. White Scars units making use of Encirclement count as having moved their maximum movement distance.

TAU

1. Dynamic Offensive cannot be combined with Aggressive Tactics. One or the other applies to a given unit.
2. The Tau sept special rule does not increase the range of the Bodyguard rule. Only abilities tagged with the (aura) tag are affected.
3. When a unit under the effects of Mont'ka targets some shots at the closest enemy unit and some at the second closest and resolves the first set first and destroys that target, it does not re-roll 1s to wound against the second target.
4. If a unit is under the effect of an ability that allows it to count the target as having a Markerlight, do not remove one when resolving attacks.
5. When using Aerospace Targeting Relays, always measure any ranges to the center of the marker.
6. Models/Units can charge after using Strike and Fade.
7. Roll to hit for the Thermoneutronic Projector.
9. Combat Debarkation does not allow for a unit to embark and disembark in the same turn, nor can a Devilfish in strategic reserves be targeted for this stratagem.
10. Drones in attached units do count towards the number of models for the purpose of doing actions.
11. Positional Relay does not allow a unit to arrive in Turn 1, only that, when it does, it can be set up as if it were a turn earlier. This means a unit making use of Positional relay must arrive within 6" of a board edge and within 6" of the positional relay model.
12. A docked Drone cannot perform Saviour Protocols.
13. Drones can benefit from Light Cover in the appropriate terrain thanks to their ability to interact with certain terrain features, and can make use of Scaleable and Breachable.
14. When Vectored Maneuvering Thrusters are given to a Command battlesuit with attached drones, the attached drones can also benefit from this ability.
15. A unit that fell back cannot be selected for the Strike and Fade stratagem. Falling back and shooting is prohibited.
16. Frequency Lock has no effect on a unit making use of the XVO2 Pilot Battlesuit ability. A unit that is "treated as having a markerlight" does not count for triggering the effects of this stratagem.
17. Promising Pupil cannot be used on Named Characters.
18. When using Overdrive Power System, list the weapons benefiting on your army list.
19. A Tau Crisis Commander is based on a 60mm base
20. Units with the "Leadership Caste" rule are not considered when determining if your army is eligible for Philosophies of War
21. When a drone or vehicle advances, the markerlight action automatically fails.
22. Tau FW units refer to the Tau Codex for their point cost. Use the codex equivalent (like tactical drones) in case things are unclear or obsolete.
23. Units that have already fired this turn cannot be selected as one of the units for Coordinated Engagement. Units that do not have ranged weapons can be selected for the purpose of this stratagem.
24. The "are ignored for LOS purposes" of Artificial Helpers only applies in regards to other units. Artificial Helpers does not apply if the drones in a character unit are the closest visible enemy models. In such cases the character unit can be shot normally.
25. A unit using Strike & Fade must be the first to activate that shooting phase.
26. When Longstrike is added to a Tau army other than Tau Sept, none of the sept rules are in play. The exception to play different septs in a Tau army only applies to supreme commander units as per the codex entry.

TYRANIDS

1. The Reaper of Obliterax doesn't ignore -1D because that's not an ability that allows the model to ignore wounds. Multi-model units can use FNP against Mortal wounds caused by attacks with Reaper of Obliterax.
2. When a unit with Swarming Masses fights, models in that unit can target enemy units they are within 2½" of if at least one model from their unit is also within Engagement Range of that same unit.
3. Hive Fleet Adaptations are lost as soon as units without the <Hive Fleet> keyword are present in an army (barring exceptions listed in Codex: Tyranids)
4. If a Toxicrene dies while an enemy unit is under the effects of the Toxic Entanglement Stratagem, that unit can then declare a charge without having to declare that Toxicrene as a target as well.
5. If a Mawloc cannot be placed within 12" of its Terror From The Deep marker following the rules listed in the ability the model is destroyed after resolving the ability.
6. Ripper Swarms generated by Parasitic Infection cannot have unit upgrades.
7. A Culexus Assassin or Anathema Psykana unit, or any unit that cannot be affected by Psychic Powers, like Black Templars under the effect of Plea for Deliverance, never suffer the MW from a Maleceptor's Psychic Overload ability.
8. Units spawned by a Tervigon gain the Biomorphology/Hive Fleet Adaptation of the army when spawned and can move normally in their next movement phase.
9. A unit of spore mines created by the Seed Spores action or via Spore Mine Cysts (Harpy) cannot move after being set up.
10. Any type of movement triggers Floating Death. This includes consolidation moves and the likes. Rolling to see what effect is triggered is NOT optional. Players may not decide NOT to use the Floating Death rule. The "can explode" part of the rule points to the result of a "1" on the roll not causing a mortal wound. It does not give players agency to not apply the rule.
11. If you are unclear as to whether a given model counts as a Unit Champion for the purposes of Cranial Feasting, call a referee to the table.
12. When a Parasite of Mortrex uses the Enfolding Strike stratagem, VEHICLE units never count as infected by parasites.
13. Spore Mines with the Drone Bioform ability never prevent enemy units from starting or completing Actions that require there to be no enemy models in a specified location (e.g. within 6" of the center of the battlefield).
14. With Unparalleled Ferocity, attack as if it's unit has been selected to fight only applies to the models that were destroyed, and not the unit as a whole.
15. A Tyrannocyte cannot embark on a Tyrannocyte.
16. The Hive Nexus PP only applies when the wazlord is on the battlefield.
17. When a Harpy spawns Spore Mines as part of its Spore Mine Cyst ability, the unit just set up counts as having moved and cannot move that turn.
18. When a unit that is currently suffering from Infected by Parasites embarks upon a transport, keep on rolling for it's effects. If a Ripper Swarm is generated in such cases, set it up within 3" of the transport instead.

INQUISITION

1. You cannot use Operative Requisition Sanctioned in an army that includes any units with the Chaos or Heretic Astartes keywords, or in armies that do not at least have 1 detachment entirely consisting of models with the Imperium keyword.
2. Priority Threat Neutralised can be used even if the unit that has slain the character would be currently embarked.
3. <RAI> Attacks that are affected by the Culexus' Etherium rule are always resolved at a WS or BS of 6+ regardless of the Attacker's Priority Rule, but are otherwise subject to to-hit modifiers.
4. A Culexus cannot be affected by Psychic Actions.
5. The Callidus' reign of confusion ability does work even when the model is not currently set up on the battlefield.
6. <RAI> Supreme Deception cannot be used to activate Reign of Confusion when the Callidus has been removed as a casualty.



LEAGUES OF VOTANN

1. Reactive Reprisal always happens immediately, before any other abilities, like Battle Focus, are resolved.
2. When Ancestral Fortune would interact with random damage, the unmodified 6 counts as the dice roll result. For instance a D3 damage weapon would count as $6/2=3$ damage, a D3+3 damage weapon would count as 6 damage and a D6+3 damage weapon would count as 9 damage.
3. A unit that benefits from the Cyberstimms ability when they are destroyed cannot be the target of the Cyberstimms Infusion stratagem when they fight.
4. Since units cannot normally do anything or be affected in any way while they are embarked., units in transports that kill a VOTANN unit cannot be allocated a Judgement token.
5. When making one wound roll against the target unit, and each other unit a beam line passes over (excluding units that were not eligible to be targeted by this weapon when targets were selected), the line must pass over the base or hull/downward projection of these 'other units'.
6. Beam weapons will never hit friendly units that aren't currently in LOS, that are engaged with any enemy units, or that are benefiting from Look Out Sir. To that effect, treat all friendly units affected by the Beam as if it was an enemy unit for resolving the targeting. The unit currently firing is never counted towards any friendly units being hit and as such will never be affected by the beams.
7. Beam attacks have to be slow-rolled and a new line drawn with every attack.



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