WTC
40K

WORLD TEAM
CHAMPIONSHIP

2023

FAQ
DOCUMENT

VERSION 1.7

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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 or commonly promoted/accepted by the WTC playerbase.

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

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.

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.

GENERAL WTC CLARIFICATIONS

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 (Step 13) are resolved starting with the player that goes first. All other interactions that take place when the battle begins (Step 14) are resolved by a roll-off between the players. The winning player decides which player resolves one of their abilities first after which players alternate. These abilities do not need to be resolved in a specific order in terms of what the ability effects (move/redeploy/etc). Players can freely choose the order in which they resolve these types of interactions. If a rule, ability or stratagem instructs you to redeploy or move X or DX units, resolve that ability for all those X or DX units before alternating again. If a player decides not to use an ability he "folds" the opportunity to do so and may not backtrack to use any of these rules when his opportunity to declare so has passed.

Remember that rules, abilities or stratagems that are resolved at the beginning of the battle round also happen at the beginning of the first battle round. This means that for example a Daemon player can choose to roll their Warp Storm dice, or an Admech player could choose their canticles during their turn to choose a rule or ability to resolve.

Clearly this only applies to rules that would be resolved prior to a command phase and not during it. An example of a correct pregame sequence is below:

In this example an Aeldari player and a T'au player are going through the start of the battle sequence. You can use this example to see where the rules that your army has access to would fall in the ordering of Pre-battle abilities. As you can see there's an excerpt from each ability that clarifies when that ability can be used which should help you find the relevant timing for your own rules.

- The T'au player has: Philosophies of war - "... at the start of the battle, when you have determined who has first turn ..."
- A warlord with Exemplar of the Kauyon - "After both players have deployed their armies and determined who has the first turn ..."
- 2 units of Kroot and 2 units of Kroot hounds all with Ambushing Predator - "At the start of the first battle round ..."
- Aeldari player has: Access to Phantasm stratagem - "Use this stratagem at the start of the first battle round, before the first turn begins ..."
- 1 unit of Shroud runners with Swift Scouts - "At the start of the first battle round, ..."
- To roll Strands of Fate dice "At the start of each battle round…"

Pre-battle sequence:

Step 11 - Deployment ends.

Step 12 - The players roll off to see who goes first and the Aeldari player wins the roll to go first.

Step 13 - Resolve pre-battle abilities. Players would alternate starting with Aeldari (as they have first turn), but they have no such ability. The Tau player goes second and they choose between their two abilities. First they chose Philosophies of War and choses Kauyon. As the Aeldari player still doesn't have an ability to use, the Tau player then choses Exemplar of the Kauyon and redeploys 3 units - note that even if their opponent had more abilities to use all 3 units would be redeployed at the same time as it's one rule.   Step 14 - Begin the Battle. As the players both have access to abilities to be used at this time they roll off. The Tau player wins the roll off and asks their opponent to start with first battle round abilities.

GENERAL WTC CLARIFICATIONS

- The Aeldari player chooses unit of Shroud runners to use swift scouts
- The Tau player chooses one unit of Kroot to use Ambushing Predator (They move only one, even though they all share the same ability)
- The Aeldari Player rolls their Strands of Fate dice
- The Tau Player chooses another unit of Kroot to use Ambushing Predator
- The Aeldari player only has phantasm left to use if they choose to do so. If they do, they redeploy all 3 units at the same time. If they do not, they will not be given another opportunity later. They decide not to, and "fold" this turn
- The Tau Player chooses a unit of Kroot Hounds to use Ambushing Predator
- As the Aeldari player doesn't have any more abilities to use (as they chose not to use phantasm before, it is too late now) the Tau player uses his remaining unit of Kroot Hounds to use Ambushing Predator
- Neither player has any more abilities to use, so the Aeldari player starts the first battle round by beginning their turn.

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. When players opt to fast-roll attacks that may result in different wound pools (different AP values and/or different damage profiles generated), then the opponent must choose one wound pool to roll saves for and resolve that pool completely, before moving on to the next, until all wound pools 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 Necrons 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. 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. Stratagems, abilities and rules that do not specifically say they can be used on units that count as Reinforcements/are in Strategic Reserves or that are currently not on the battlefield, cannot be used to affect such units in any way.
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. For Line of Sight purposes, never count decorative elements on a model's base that are not part of the official model. For instance, Drazhar is stood on some Aeldari ruins, these can be used to draw LoS to.

   For basing elements that are not part of the official model, rocks and stones etc. these are ignored for LoS. For instance, I have a large rock on my base that is not present on the official sculpt - this is ignored for LoS.

   All conversions, proxies and non official models must display the same decorative elements, and be of the same dimensions as the official model. If you do not have an official model and your conversion or proxy is deemed to be modelled for advantage in any way by a judge you will be penalised and the model may be removed. Remember that for the WTC events you must have any conversions or proxies authorised well in advance of the event..
7. 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.
8. <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 their deployment zone when they were selected for deployment (either by an ability on their datasheet, rule or a stratagem used in the eployment phase) can also use this ability when they redeploy.
9. <RAW, RAI> When an Aircraft uses the Hover Jet rule, it 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.

10. <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.

11. <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'.

12. <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 a 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'.

13. 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 turn in a given 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. Units that reposition during the same battleround can both arrive from strategic reserves and reposition, provided they also don't leave the battlefield on the turn they came in.

14. Only abilities tagged with the (aura) tag are considered to be aura abilities.

15. 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.

16. <Rules Clarification> At the WTC, the following applies whether to consider the hull, the base or any and all parts of a model:

   A. 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.

   B. 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.

   C. 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.
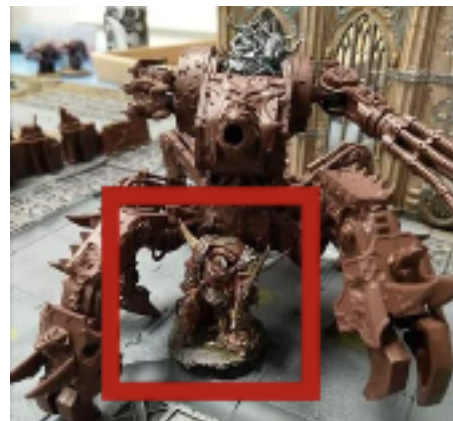
17. When a model is returned to a unit by any means (ressurection etc) it can only be placed into engagement range of units that it's unit was already engaged with unless otherwise specified.
18. If a rule ability, or stratagem would stop you from performing an action, but does not specify what kind of action it is not referring to psychic actions unless explicitly stated.
19. When exchanging wargear options on a unit you may change a item of wargear more than once, as long as each bullet point is only used once on a per model basis. If you've previously swapped an item of wargear that has allowed multiple items of wargear to be given to the model, you can use another bullet point to swap just one of those as long as all the conditions to do so are satified
20. If an attack has its damage converted into mortal wounds and is allocated to a model that has a "damage reduction" type ability like Disgusting Resilience the modifier to the damage applies prior to the conversion into mortal wounds.
21. <RAI> Stratagems or abilities that allow a unit to enter Strategic Reserves after the first battle round has started but before the first turn has begun, does not prevent those units from counting as being destroyed by the end of the third battle round if they haven't arrived on the battlefield by then.
22. Abilities, stratagems or other rules that would allow you to be placed into Reserves cannot be used in the 5th battleround in order for it to be destroyed at the end of the battle.
23. If a unit is under the effects of an ability or stratagem that would stop them being wounded unless a unmodified roll of X+ was made, or an ability that would specify a set of values that automatically fail (for instance Trashuman Physiology), only check to see if a wound was successful after have rerolls have been made. Attackers Priority never comes into play in these situations.
24. If a unit or is under the effects of a rule that would enable it to shoot at an enemy unit that has arrived as reinforcements this turn it can do so even if the unit has been repositioned under a rule like Teleport Shunt, or a relic like Dark Matter Crystal, as long as the unit repositions in the movement phase, before the reinforecements step has been completed.
25. You cannot use a rule, stratagem or ability that would only trigger when a model has been destroyed if you are also using a rule that prevents it from being destroyed at the same time.

MOVEMENT PHASE

1. 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. For models that wish to occupy upper floors of ruins their base needs to fit entirely on the upper level, as well as be able to physically fit there. If the model doesn't have a base or has a rule that specifies that it measures to the hull, the downward projection of the hull must be entirely within the confines of the upper level. Note that for models at the World Team Championship, if the base size exceeds 40 mm (this would also count for the ovals where one part is longer than 40mm) they cannot occupy levels on Ruins as that is the maximum width of the upper floors.
2. 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. When non-vehicle and non-monster models pivot, do not count the pivot distance for models using circular bases (the pivot is essentially free, although you still count as having moved). For any other model that has an asymmetric basesize, or vehicle or monster 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).

PSYCHIC PHASE, PSYKERS AND SPELLS

1. 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".

SHOOTING PHASE

1. A models base is also used to draw line of sight from and to other bases/models !
2. 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.
3. 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.

CHARGE & FIGHT PHASE

1. When units with the flyer battlefield role pile in, they may freely pivot and change their facing as part of doing so.
2. 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).
3. 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.
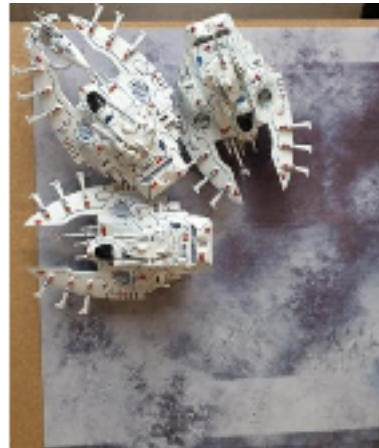
4. No Unit can fight more than twice per phase (unless explicitly stated otherwise).
5. If a unit has the ability to Heroically Intervene it may do so whether it is a character or not.
6. Fight last does not impact any ability, rule or otherwise that would allow you to fight on death.

MORALE PHASE

1. When a model flees either as a result of a failed morale or combat attrition test, or by being removed as a result of a unit that is out of coherency, no rules that are triggered when a model is destroyed can be used. These models also can never be reanimated, or brought back to the table by any ability that doesn't specifically state that it can. Models subject to this are still counted towards secondary objectives like No Prisoners.

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. 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.
3. <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.
4. <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 (for example charge with 3D6 discard the lowest, the reroll is also made with 3 dice.) All the dice are rerolled
5. 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.

WTC FAQ DOCUMENT

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. Woods should always be played as if they didn't have any physical trees. As such any trees/terrain parts present on the terrain feature will not block LOS and the only movement penalty applied is the one for the difficult ground keyword.
4. "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.
5. When shooting overwatch while holding steady in defensible terrain you score hits on an unmodified 5+.
6. WTC terrain has clips to link the terrain together - shown in red in the image. The red clips/extended parts are taken into account for Line Of Sight purposes only, and are not considered part of the terrain for obscuring purposes. You may move through them but may not end your movement on them. The blue clips that hold the

bottom floor parts that protrude from the front of the ruins are always disregarded for any type of gameplay/rules interaction, standing on them does not mean that you're in the ruin.
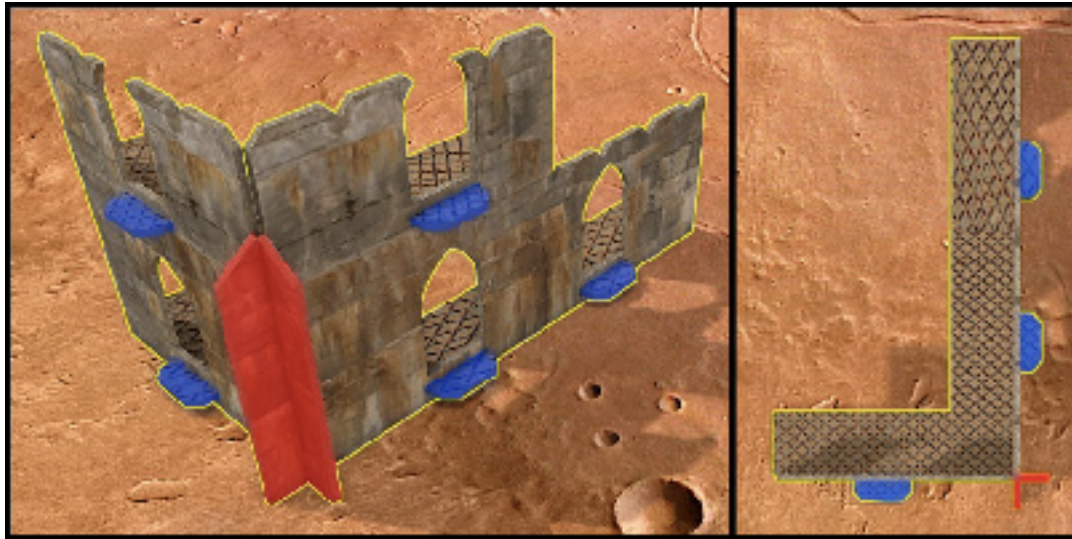
7. When regarding WTC Terrain, treat all the gaps that are there for terrain assembly as non-existent. This also applies to the gaps between two touching containers (including the gap between containers and the ground or two stacked containers). Line Of Sight cannot be drawn in these instances.

8. 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. Note that at the World Team Championships the windows in the walls of the terrain have a small wall at the bottom of them. This means that you're not able to occupy the space that is in the window frame as it would involve your model being inside a wall. If you don't have the necessary movement to clear the wall there you'll need to move another way

9. Treat all walls as infinite height for the purposes of movement - therefore you are not permitted to overhang any part of the walls with a unit that may not breach it (infantry, beast or swarm)

⚠ 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.
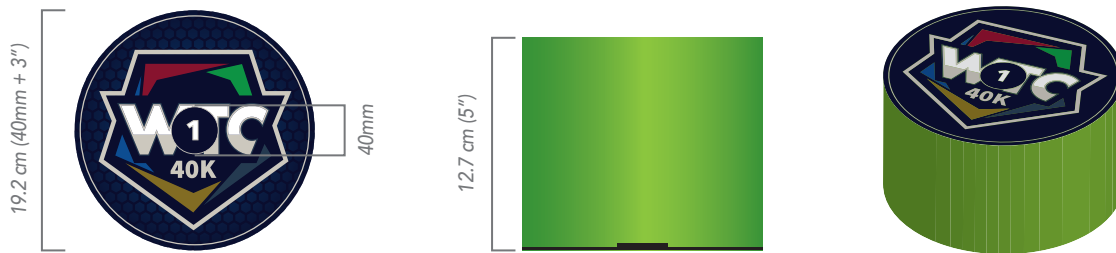
3. For the purposes of secondaries like EOAF, the table center is a 6 inch cylinder that is infinitely high.

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. When moving an objective it's not permissible to move an objective that was in the deployment zone into no mans land, or a no mans land objective into a deployment zone - it must remain wholly within the area it started

7. Players cannot declare actions from secondaries they have not chosen at the start of the game. No subterfuge with Hidden Agenda's.

8. Actions cannot be started by units that aren't currently on the battlefield.

9. For actions and secondaries that complete at the end of the turn you will only complete these if the unit is still on the table. If the unit has left the table for any reason and is no longer on the table you may not score positional secondaries or complete any end of turn actions.

10. When players are asked to move objectives (Secure Missing Artefacts) this happens after step 9 but before step 10.

11. When one player erroneously picks secondaries from the same category,for that game the player will immediately fall back to the three predetermined econdaries for that game: Grind Them Down, Asassinate and Behind Enemy Lines, and this as soon as the error is discovered. All the VP's scored in that game for that playerup to that point are declared null and void.

12. 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 complted.

13. When completing an action for a secondary objective check the starting conditions are met at the start of the action to be able to begin it, and that the finishing conditions are met at the end of the action completing. Note this may mean that you no longer have to hold an objective in order to complete an action or other similar scenarios.

14. If a secondary would require you to do things like; not fall back, not leave an objective, not fail a morale test or anything similar, and you do not have any units on the table then you cannot fulfill this condition and will not score points for this. If you are unsure then please call for a judge for clarification

DATASLATE CLARIFICATIONS

1. 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.
2. If you are firing an indirect fire weapon only one model in the firing unit, needs to see any part of the target unit, to not suffer the ballistic skill modifier or for the target to gain the +1 to any armour saves from the attack.

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.
3. 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.
4. <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.
5. Follow the order for pre-game abilities, redeployment, and pre-battle abilities defined in the current GT Mission Pack.
6. When using a stratagem or ability that allows a unit to arrive from reinforcements or Strategic Reserves as if the battle round were one higher, it is allowed to enter the game in turn 1 as long as the ability or stratagem states that it ignores any mission rules, or does not specifically state other conditions that need to be met.

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