



WORLD TEAM CHAMPIONSHIP

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WTC FAQ DOCUMENT

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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>

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 FAQ or errata document published by Games Workshop after list submission date will not be in use at WTC unless it is addressed in the WTC FAQ. 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 at the event 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. Players using drop pods must use them with the petals closed at the WTC. True LOS then applies.
7. Non-official models have to be approved by the TO / Judge before list submission. At the event if you feel your opponent has modeled for advantage, call a judge.
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. If you're using dice with symbols to replace one of the numbers (ie. the WTC logo is on the 6 facing) then all of your dice must be the same and the logo must represent the same pip number throughout all your dice. 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. <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 Genestealers to charge you from behind this wall to avoid your overwatch). This requires both players to ensure that it is a two-way conversation where information is not being purposefully withheld insofar that it could affect your opponent's intention (i.e. before you move those Genestealers, don't forget that my 6 Flamers can overwatch you before you begin to move and I have line of sight now). 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 new or obscure rules..
10. <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. 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 at the WTC, not an option.
11. 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.



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MODEL APPROVAL AT THE WTC

As with previous years you'll need to have any and all Conversions, Proxies, and 3D printed models approved by our referee team.

To do this you should:

1. Take pictures of your intended alternate model next to the official model that you want to play it as - you may need to borrow one to do this - with measurements of the model clearly shown.
2. Post those pictures in the #modeling-questions channel in the WTC Captains section of discord with an explanation of what they are. You can join our discord here <https://discord.gg/zbXZDjBUwY>
3. Ensure that your explanation for what the model is meant to represent is easily understandable. For instance saying "these are eliminators" is not enough. Instead you should be specific about the weapons carried by the unit such as "These are eliminators with Las Fusils, and the Sergeant has a Bolt Carbine".
4. Wait for your model to be approved or rejected. If approved a referee will DM you for additional details from you including the players name so that we can track approved models at the event. If your model is rejected you will be told why, and you'll need to resubmit a new request before the deadline or use the original model made by Games Workshop.

The deadline for the Warmaster GT and WTC to have models approved by is Sunday July 28th - any requests after this date will be denied.

Please make sure that BEFORE submitting a request for approval you have read the rules pack (page 14 specifically) and have followed the policies put out there for your model otherwise we will reject your request. In brief, models must be 100% WYSIWYG, an appropriate size, and easily identifiable as the original model it's proxying. If you have not had your models approved, they risk being removed from the table at the event by the Referee team.

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TERRAIN AT THE WTC

WTC TERRAIN CLARIFICATIONS

1. When charging with an Infantry or Beast unit at a unit the other side of the vertical surface of a ruin to your unit you may be eligible to use the "Charging Through Walls" rules that are in use at the WTC. See the relevant document regarding on our website. Please read it carefully when declaring a charge where that rule comes into play so that you're aware of how the charge will work using those rules.
2. 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.
3. Windows, doorways or other such gaps within the walls of Ruins count as part of the terrain feature. Therefore, only INFANTRY and BEASTS 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/Warmaster 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
4. Treat all walls as infinite height for the purposes of ending your movement - therefore you are not permitted to overhang any part of the walls with a unit that may not breach it (infantry or beast)
5. Vehicles either with or without a base are considered to be within a terrain feature if the downward projection of any part of the model is within a terrain feature. It is considered to be wholly within a terrain feature if every part of the downward projection is within the terrain feature.



**FORTIFICATIONS CANNOT BE
USED/PLAYED AT THE WTC/WARMASTER**





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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, 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. If you want to use the Rapid Ingress stratagem on a unit that started the battle in reserves of any kind, in your opponents turn during a game when you had the first turn and therefore they would have the turn at the bottom of the 3rd battleround, then you must declare your intent to do so in the reinforcements step of your 3rd turn and may not spend a Command Point that would stop you from being able to bring in your unit and have it destroyed. Remember that you gain a Command Point at the start of the opponents turn, this can be enough to Rapid Ingress.
3. 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.
4. If a model has a rule that allows it to shoot or fight after a certain condition is met (such as being targeted by an attack) it may do so any number of times per phase, and is not limited to the single activation for the shooting or fight phase when under the effects of that ability.
5. The target of the Fire Overwatch stratagem needs to be a unit that is eligible to shoot. As the rules regarding out of phase effects do not allow the use of pistols to shoot in engagement range, or for the big guns never tire rule to come into effect, if your unit is a monster, vehicle or a model armed with a pistol, it is not eligible to shoot if it is already in engagement range, and therefore may only fire overwatch at the enemy unit when it begins its charge move if used in the charge phase.
You can only use the Fire Overwatch stratagem on a unit once for each interaction that would allow it, ie. you can only shoot it once at the beginning of a move, however you could shoot again at the end of its move.
6. Scoring is the last thing that happens in a turn, if you have an ability or rule that would happen at the end of the turn that always precedes the scoring.
7. If you have a rule that allows you to be eligible to shoot (ie, have advanced and have an assault weapon, or have an ability that allows you fall back and then be eligible to shoot) in your shooting phase you can still do mission secondary "actions" to score points.
8. Just after the last model of the bodyguard unit is destroyed, the attached character(s) immediately become single units for all rule purposes. If this happens as part of an attack sequence it happens as soon as the attacking unit has finished making its attacks and any rules that would be triggered by this have been resolved (for example, when a unit has finished shooting, when you have taken casualties etc.).
9. Rules that add a value to the damage characteristic of a weapon are checked and recalculated every time a weapon is used. For example, if you have the Enhancement the "Blade of Saint Ellynor" and are armed with a Blessed Blade, your damage will become 3. If you are inflicting damage on a unit that has a rule that modifies

damage such as Uthar the Destined his Set to 1 happens in the normal way that modifiers are applied and so the Sisters character in this example would do 2 Damage total, (2 becomes 1 and then +1 from the enhancement). If in the same scenario there was a "half damage" ability being used the damage would also be 2 ($2/1 = 1 + 1$ from the enhancement). If wounded by a weapon that has a rule such as Melta, the additional damage is treated as a modifier and therefore comes after rules like set to X etc.

10. Abilities that have no phase specified can trigger whenever the requirement to use that ability is met. For instance the Jackal Alphas ability to allow a unit of Atalan Jackals to move again can trigger their use of Demolition run.
11. Mortal wounds that are caused by failing to activate a psychic ability count as having the Psychic keyword and therefore are considered to be eligible to be ignored using a feel no pain rule that works vs damage taken from Psychic attacks. Note that attacks that have the Hazardous keyword do not allow for this when making the hazardous test as the mortal wound is not being given by a source that has the psychic keyword.
12. When an ability or rule would allow you to redeploy your units "after both players have finished deploying their armies" such as Decoys and Misdirection from the Genestealer Cult Primus, this is done at the start of step 10. The roll off for deciding first turn only happens when all of the redeployments have been finished and the armies are in their final positions (excluding scout moves). As players redeploy units alternating one at a time, if a player wishes to not redeploy one of their units they "fold" and are no longer eligible to redeploy any other units.
13. You cannot target a unit with a minimum move characteristic with any kind of rule or ability that would allow it to move less than its minimum move.
14. When several rules would occur at the same time, the active player chooses the order in which those rules happen, this is called sequencing, see page 9 of the core rules. If there would be several rules or abilities that need to be resolved "When" something has happened, "Just After" something has happened, and several abilities that would happen "After" something has happened, you need to resolve all of the "When" effects before the "Just After" effects, and then the "After" effects. This means that if you have an ability that would trigger after a unit has shot, and your opponent has an ability that would trigger "Just After" a unit has shot, that would be resolved first, and then your "After" ability would be resolved. Ensure that all of the abilities or rules that were triggered by the previous interaction are resolved before moving on with the rest of the turn. It's very important to ensure that you differentiate between the 3 timings of abilities in this case. This may be confusing when there are several interactions that would happen at the same time and so if needed call a judge to the table. Start of a Phase/Step - Rules that specify that they are used at the start of a phase/step must be used before any other rules that would take place in that phase/step. This means that it is not possible for a player to make use of any rules that would take place during a phase/step before start-of-phase rules take effect.
15. Abilities that instruct your opponent to increase the CP cost of a stratagem by 1 (such as Kairos Fateweaver's One Head Looks Back and Reign of Confusion from the Callidus Assassin) do not keep stacking from the same ability. If you increase a 1 cp cost stratagem by 1 it becomes 2 cp for the rest of the battle unless modified further by other rules or abilities.
16. In all instances (except for flyers as described in the core book) models cannot overhang the table edge.
17. While setting up units during the deployment phase (including redeployments) units have to be wholly within your deployment zone, not only the base (e.g. Skimmers, Knights).
18. As all objectives start the game in a state of being contested, and you need to hold an objective at the end of a phase or turn to have it under your control, the earliest that you could hold an objective is at the end of the first players Command Phase.
19. Sometimes an ability has two different requirements for a standard and improved effect (such as "Swift Demise" for the Aeldari Windriders). You do not need to fulfil the requirements of both effects in order to trigger the improved effect, unless specifically mentioned in the ability.
20. When Mortal Wounds are dealt from any source other than the hazardous rule, allocate them as usual following the Mortal Wounds section in the main rule book page 23.
21. When a Leader unit consists of more than one model and only some of those models have the character keyword, while it is part of an attached unit wounds can be allocated to the non character models in that unit normally. While the unit is not part of an attached unit wounds can be allocated to the character model before being allocated to non character models.

COMMAND PHASE

1. Rules that give you more than one CP once per game is a bonus to the normal "battleforged" CP and you gain no more than that. For example Imperial Knights Code Chivalric and Votann Ruthless Efficiency.
2. It is possible to be forced to make a battleshock test in the initial part of the command phase as well as the Battleshock section of the command phase.
3. When a rule would modify your OC characteristic to a set value, such as the Norn Emissary's Singular Purpose ability, and your unit is also under another rule that would set it to a specific value, such as battleshock, use the sequencing rules to determine which order they are applied in.
4. As per the instructions in the first step of the command phase any Stratagems, Abilities or other Rules that are used "In the Command Phase" need to be used prior to the Battleshock step.

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 shadowword 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 (disregarding any overhanging parts of models). Note that for models at the World Team Championship/warmaster, if the base size exceeds 50 mm (this would also count for the oval bases where one part is longer than 50mm) in the small ruins, and 32 mm (also counting for oval bases) in the 3-storey ruins, they cannot occupy levels on Ruins as that is the maximum width of the upper floors for those specific 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.

2. <Rule Interpretation> 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 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).
3. Remember that out of phase rules still can't be used in Overwatch such as Firing Deck, pinning bombardment or cruel amusement.
4. A unit that arrives from Reserves or Strategic Reserves counts as having ended a normal move but has not made one and so may not embark within a transport.
5. If a unit has made an Advance or Fall Back move, and is then repositioned, the unit counts as having made that move in addition to the Normal Move from being repositioned.

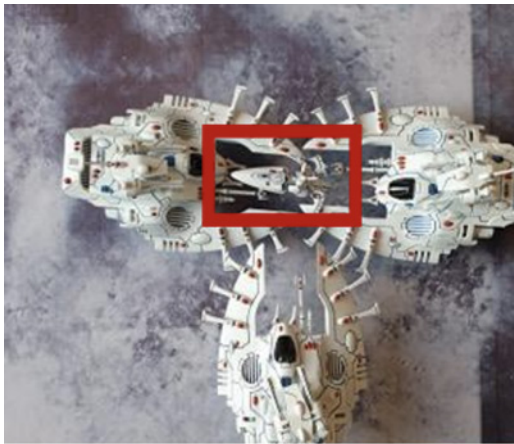
SHOOTING PHASE

1. If a rule or ability would grant a bonus to weapons that a model is equipped with and the model is embarked in a vehicle that has the firing deck rule, those bonuses are ignored for the purposes of making an attack with that rule. Also when using the Firing Deck rule you only have to check the eligibility of the Transport to be able to shoot not the unit within it. This means that if the embarked unit has already shot, or has fallen back, their weapons may be selected to be used with the Firing Deck rule.
2. When you declare the target, or targets, of an attack, that attack should be resolved. If the unit that the attack was targeted at is dead then the controlling player doesn't need to roll the dice for the hit, wound, or damage, and no saving throws are needed to be rolled. However weapons with the Hazardous or One Shot ability are considered to have been used and so you have to take hazardous tests and one shot weapons are now considered fired.
3. When determining visibility, use true line of sight to the target if that target is only within (not wholly within) a terrain feature. This means that unless there is a wall or other obstacle physically blocking Line of Sight, the target

will not get the benefit of cover.

CHARGE & FIGHT PHASE

1. When charging with an Infantry or Beast unit at a unit the other side of the vertical surface of a ruin to your unit you may be eligible to use the "Charging Through Walls" rules that are in use at the WTC. See the relevant document regarding. on the WTC website Please read it carefully when declaring a charge where that rule comes into play so that you're aware of how the charge will work using those rules.
2. 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.



3. When charging a model that significantly overhangs the base and qualifies for the base-to-base commentary entry to take effect, players must make all reasonable efforts to move as close as possible to the charge target, while still not moving further than their charge roll allows. This means that while the back of a skimmer for instance would be closer to the base, the unit that charged does not have to reach that point, only the closest point their charge allows.
4. For measuring distances and when checking if a model is in, wholly within or over something and the model has no base, use the downward projection of the hull onto the battlefield/level for measuring the charge distance.
5. Players should not be attempting to use parts of a model such as a melee weapon or gun barrel to prevent charges to their own unit. We understand that the game is played in abstract and that occasionally models that do not qualify for the base-to-base section of the designers commentary still have a model that protrudes significantly from their base. In these situations use common sense, talk with your opponent, and if needed call a judge to the table to help resolve the situation.
6. When units make a successful charge, at least one model must make engagement range with every unit you declared as a target. Players may not engineer a situation that would then result in a failed charge after already having moved some models.
7. Remember that out of phase rules still can't be used in Overwatch such as Firing Deck, pinning bombardment or cruel amusement.
8. If when firing Overwatch you lose models, as a result of Hazardous weapons for example, such that the charging unit cannot reach engagement range anymore, the charging unit will still make a charge move (ending closer to the charge targets, in cohesion, no further than the charge roll, etc.). This means that the charging unit might be able to move onto an objective, or pile in to a different unit and fight, so be careful when you overwatch like this as it could place you in a "worse" position than just being engaged in combat.
9. When you have a unit that is fighting on death it is not being selected to fight, nor is the unit (as a unit) selecting

it's targets, fighting, or resolving it's attacks. This means that there are several reactive stratagems, abilities, etc. that will not work against attacks made when an enemy model is fighting on death. You will need to read the rule carefully to ensure it can or cannot be used.

STRATAGEMS

1. Unless they state otherwise, stratagems that do not list whether they target friendly or enemy models or units, can only be used on models or units from your own army.
2. If you have the ability to use a stratagem more than once per phase (similar to the way that a space marine captain can) you can:
 - A - Use it after using the stratagem to be able to use the same stratagem twice
 - B - Use it before you've used the stratagem to use it for 0 CP if applicable, however you will not be able to use the stratagem normally

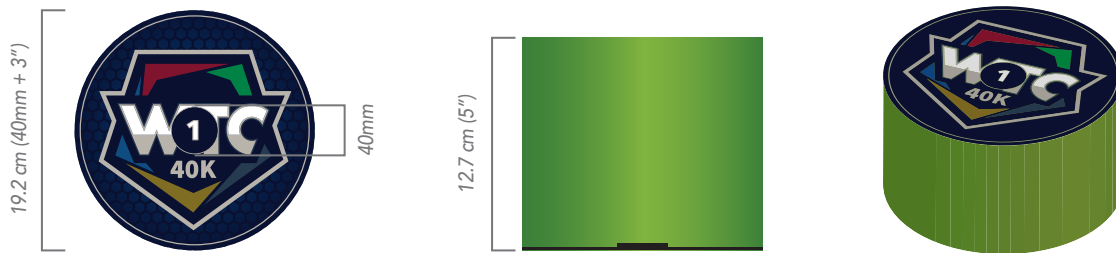
This will avoid the once per phase general restriction that all stratagems have, however you may not use it to get around the restrictions on a stratagem that specifically states that it is once per turn/phase/battle. The only exception to this is where it is specifically stated as such, for example in the case of Asurmen.
3. If a stratagem specifically requires two units to activate (not "select up to two units" but "select two units") and you only have one unit eligible, you cannot use this stratagem. Similarly, you cannot use this stratagem with 0CP abilities that do not allow you to target multiple units for that ability such as the Nexos's Battlefield Analysis ability. However if you have a stratagem that allows you to select up to 2 units and pay a different CP cost dependant on the number of units selected, you can use such an ability to make the stratagem free for the one unit selected.
4. You may not use an ability to use a stratagem for 0 CP if the Target of the Stratagem (or one of the targets) is an enemy unit unless the rule granting the "free use" of the stratagem specifally says so.

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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. When measuring to other table quarters you always measure the horizontal distance from the downward projection. For vehicles you would need the downward projection to be wholly with the table quarter you are trying to score for Engage on all Fronts etc.
4. The description of a secondary objective will decide if more than one unit can perform the given "action".
5. For missions using the Hidden Supplies rule on maps that do not have 2 corners of the battlefield in no mans land, randomise the corner that the objectives are moved closer to.
6. The Rules Commentary entry "Objective Secured" means that any rules such as those described in it end as soon as your opponent controls the objective at the end of a turn or phase.

ARMY CLARIFICATIONS

1. Your army needs to include at least one character that is eligible to be the warlord.
2. The restriction that only 1 unit in your army can have more than one enhancement is only used while mustering your army, and is not in effect during the game itself. Only 1 Enhancement can be given to each unit entry on your army list but if permitted by their Leader abilities more than 1 such Character with an Enhancement can lead a unit during the game.

SETTING UP MODELS AND DEPLOYMENT CLARIFICATIONS

1. 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.
2. If you are using the deep strike ability or the Scouts ability check the eligibility requirements of the unit both at the start of the battle and when the ability is used ie. that all models in the unit have it to be able to make use of it.
3. Aircraft are allowed to overhang the battlefield edge but only when they are being set up on the table. The base must be fully on the table and any part of the model that overhangs the edge of the table can neither be used to draw line of sight to or from it.
4. You may only return models to a unit that either started that phase on the table, or is not currently on the table. When a unit that is now on the table but was not on the table at that start of the current phase is targeted by an ability that would return models to the unit nothing happens.
5. In all instances (except for flyers as described in the core book) models cannot overhang the table edge.
6. While setting up units during the deployment phase (including redeploys) Units have to be wholly within your deployment zone, not only the base (e.g. Skimmers, Knights).
7. When a unit that started the battle (i.e. was on the battlefield during the first players command phase) on the table is placed into Strategic Reserves:
 - A: If that unit has an ability that states that it is allowed to be set up in the Reinforcements step of your first, second or third Movement phase, it may deploy in any of your turns.
 - B: If it has an ability or Stratagem that allows you to deploy in a specific way such as Deep Strike, it may deploy in any of your turns.
 - C: If it has neither of these abilities then it may only be deployed from your second turn onwards.
 - D: If it has Deep Strike that unit can make use of the Rapid Ingress Stratagem in any of your opponents turns.
8. When a unit starts the battle in Strategic Reserves and has an ability that allows it to be set up in the Reinforcements step of your first, second or third Movement phase it only applies to your turns, and therefore may only use the Rapid Ingress stratagem in turn 2 or 3.
9. If a unit starts the battle on the battlefield but leaves it after the first battle round has started, with no mention of Reserves nor Strategic Reserves, it can arrive during any battle rounds following whatever rule allows it to be setup.
10. When setting up a unit on the table you must have enough room to place the whole unit (with the exception of from disembarking from a destroyed transport) or the unit cannot be set up. Players trying to engineer situations where their own models prevent the setting up of another of their units may be penalised by judges. If you feel that your opponent has tried to do so please contact a member of the judge team.
11. When setting up units from Strategic Reserves, the entire unit needs to be set up within range of a single edge.



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TERRAIN PARTNER



PAIRING SOFTWARE PARTNER



ORGANISATORIAL PARTNER



BRANDING PARTNER



DICE PARTNER



STAT PARTNER



DRINKS PARTNER



DRINKS PARTNER

MEET OUR PARTNERS



MERCH/TERRAIN PARTNER



TOURNAMENT PARTNER



WORLD TEAM CHAMPIONSHIP

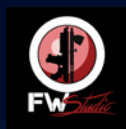
MEET OUR LICENSED TERRAIN PARTNERS



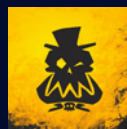
MEET OUR STREAMING PARTNERS



GERMAN STREAM



FRENCH STREAM



SPANISH STREAM



ENGLISH STREAM



STUDIO STREAM