



2025
CORE RULES
FAQ

V3

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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>



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GENERAL WTC CLARIFICATIONS

1. <Behaviour> Players are required to give full disclosure of their army list, the current state of the game (CP's available, units in reserve, etc.), and their scores to their opponents. Primary and Secondary missions in progress, Challenger Cards held, units that are doing actions are all examples of information that must be made very clear to your opponent. Scores should be updated and agreed upon by both players at the end of every Round, Turn, and Command Phase so that the WTC provided score sheet can be relied upon by both judges and players. If scores are entered into BCP incorrectly unless there are extenuating circumstances they will not be changed unless they are transposed.
2. <Behaviour> 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.
3. <Behaviour> 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.
4. <Behaviour> Players are required to bring an official release of the rules, be it either the physical codex itself, or have the codex unlocked on the Warhammer 40000 App, so that both their opponents and referees can reference it for rules queries. Failure to do will award you a penalty. 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 tokens, 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.
5. <Behaviour> When rolling dice, either as part of a sequence or otherwise, the game is written from the perspective of slow rolling dice. This means that anytime you're following a sequence such as an attack roll, and you are slow rolling your dice, you can ask your opponent to roll any dice that you would have seen the result of up to that point.
For instance: When rolling wound rolls one at a time I can ask my opponent to roll saves for anything that I've already wounded with, and can roll any damage rolls necessary, before choosing to reroll the most recent wound dice that I rolled (assuming it failed), but cannot choose to reroll any dice that were rolled prior to that. When making hit rolls, you can pause at a failed roll and follow through the wound sequence for the successful dice that you rolled previously.
When making saves you can ask your opponent to roll any damage rolls needed for the saves that you've already failed before choosing to reroll your most recent failed save.
You may not do this when you're fast rolling, as there's no knowledge of which dice passed or failed the roll in what order, however you may fast roll some of the dice in your pool and keep some back pending the results of that sequence.
6. <General> Rules issues troubleshooting guidelines: WTC Clarifications > English GW Official FAQs > App with the latest version prior to the rules deadline > 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.
7. <Modeling> Models are expected to be WYSIWYG (What you see is what you get). There will be a margin of tolerance for non-weapon wargear and pistols. Failure to do this means that you may be subject to possible



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penalties or have your models removed at the WTC. The referee crew is going to be very strict about the modeling policy.

8. <Modeling> 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).
9. <Modeling> 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.
10. <Modeling> Players using drop pods must use them with the petals closed at the WTC. True LOS then applies.
11. <Modeling> **At the event if you feel your opponent has modeled for advantage, call a Referee at the earliest opportunity. This should neither be considered bad sportsmanship or weaponised, it's always better to clear up any issues earlier in the game. We cannot do anything after the game has ended.**
12. <Modeling> 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. Any unit that is shown in the Instruction Manual to be built with a skimmer base must have one.
13. <Modeling> Land Raiders should be modeled with their sponsons pointing as forward as possible, with both either in the front or back sponsons position, to keep the model to a 6" width if the player using one wishes to bring it in from Strategic Reserves. This is because the official kit measures almost exactly 6" side to side, and therefore can be brought in this way, however we do not want players to try to gain additional LoS advantages by positioning the sponsons on an outward angle if they're planning on bringing in the model from reserves.

MODEL APPROVAL AT WTC

Captains of our teams will approve the models in the armies of the players when pods are allocated for the WTC. This means that the deadline for lists will be followed very shortly by another deadline for captains to have a photo of their team's armies uploaded to a document that the captains in their pod will have access to. Captains will have to approve the armies of players in the pod they have been assigned to in the same way that they approve the lists for the teams that they're playing. This way our playerbase can ensure that the armies that they're playing against are a correct representation of what they're meant to be in the lists, and that any conversions and proxies are of the right dimension to not give any gameplay advantage by using an alternate model. If there are disputes regarding the models then a referee will step in and make a decision. Any minis that have a valid complaint about being misrepresented in the photos that have been submitted, or that weren't submitted will be removed for the duration of the event.

For the Warmaster GT there will be no official model approval process. An obvious way to avoid issues is to use the official models, built in the same way that the box art and the instructions would show you how to do, and ensure that your model is WYSIWYG. What You See Is What You Get will still be enforced across all our events, and if a player reports to us that their opponent is not following the policies outlined here with their minis, then the offending minis will be removed from the table. This is to protect the players at the event from being placed in a position where intentionally or not their opponent has created a situation that is favourable to them that should not be that way.



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TERRAIN AT THE WTC

WTC TERRAIN CLARIFICATIONS

1. <Keywords> When charging with an Infantry, Imperium Primarch, Belisarius Cawl, 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 we have written which is in a separate document. Please see that document before declaring a charge so that you're aware of how the charge will work using those rules.
2. <General> 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. When two footprints/terrain areas are touching, refer to the map pack to see if they are treated as the same or different terrain elements for purposes of LOS.
3. <General> Windows, doorways or other such gaps within the walls of ruins count as part of the terrain feature. Therefore, only Infantry, Imperium Primarch, Belisarius Cawl, and Beast, may protrude parts of their model through said gaps and the terrain feature as a whole. Note that at the WTC 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. <General> Non Vehicle models and Walker models whose base is not in a terrain feature at all, but part of the model overhangs the footprint of the terrain are not considered within the terrain and therefore cannot be seen. This is not designed to create battlefield situations where something that would be able to see the model normally is now stopped from doing so, but to stop players from having to ensure that their power sword isn't over the footprint of a ruin allowing their unit to be seen. Players that try to create gameplay situations where their unit would be normally seen but now cannot because of this rule will be dealt with by the referees harshly.



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





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CORE RULES

GENERAL CORE RULES ENTRIES

1. <Abilities> Abilities that have no phase specified can trigger whenever the requirement to use that ability is met.
2. <Abilities> When making a Surge move, due to the wording in the Positioning and Movement section of the Core Rules Update you are allowed to move any distance that you choose up to the value on the die rolled, while fulfilling the rest of the requirements on your units Surge ability (i.e. being as close as possible, out of engagement range, etc.). Therefore if the enemy is 4" away, and you roll a 6, you can move the full 6" if you wish which could move you past the closest model as long as it moves you into base contact, you could move 4" and end in engagement range, or 2.9" and end outside of engagement range but as close as possible to the enemy unit.
3. <Abilities> The Surge Move rules commentary applies to all rules that allow you to make a move (normal move or special move) after being the target of an attack (like Khorne Berserkers Blood Surge) or if the rule is called a surge (like the Murdercall detachment rule of Blood Legion). Other out of phase moves are Reactive moves and are not covered by this rule commentary.
4. <Abilities> When a unit has a Feel No Pain ability bestowed on it from an item of wargear (such as Astra Militarum Platoon Command Squad having a Medic with the Medi-Pack, or an Infiltrator Squads Helix Gauntlet) it stops as soon as the Model with the wargear is destroyed and so you may need to slow roll the Feel No Pain rolls until the model with that wargear item has been destroyed, and will also need to specify when that model is being allocated wounds.
5. <Abilities> If a stratagem or ability allows you to ignore modifiers to your unit, the following will apply:
 - If the rule ignores any or all modifiers to a models characteristics, this includes the Profile Characteristics (Movement, Toughness, etc.) and the weapons characteristics and attacks characteristics (Ballistic Skill, Strength, Armor Penetration, Damage, etc.). For example a unit in range of Mortarion's Lord of the Death Guard ability ignores the Armour of Contempt stratagem as it modifies the AP of the attack. A unit in range of The Silent King's Bringer of Unity ability ignores the damage modifier of the Avatar of Khaine's Molten Form as it modifies the damage characteristic of the attack.
 - If the rule ignores any modifier to the unit's rolls or tests, it will ignore modifiers to advance rolls, charge rolls, Leadership tests, hit rolls, wound rolls, number of attacks rolls, damage rolls, Desperate Escape tests, Hazardous tests, etc. For example, a unit lead by a Cadian Commander will ignore modifiers to its Desperate Escape tests if in range of Wyche's No Escape ability.
 - If the rule specifies some characteristics like "Profile characteristics" only modifiers to those are ignored. For example, the Army of Faith Light of the Emperor Stratagem, ignores modifiers to Profile Characteristics, Weapon and Ballistic Skill, rolls and tests. So this does not ignore modifiers to AP or Damage as those are Weapon characteristics but will ignore modifiers to Hit rolls, Toughness or Save Characteristic. It does not ignore the AP, which is a modifier to the saving throw, explicitly excluded by the stratagem, but it would ignore the Death Guard Contagion Rattlejoint Ague as it modifies the Save Characteristic. It ignores modifiers to the damage roll, but not modifiers to the damage characteristic, so a weapon with D6 damage targeting a Deathwing Knight unit with the Inner Circle ability will become D6-1 damage.
6. <Attached Units> When one of the units that makes up an attached unit is destroyed, and there are rules that need to be sequenced as part of it's destruction the last step in the sequence must always be that the attached unit becomes separated. 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, fight on death, when a unit has finished shooting, when you have taken casualties etc.). If this happens as a result of Overwatch the charge move must be completed before the attached unit becomes separated. Rules that trigger because of the destruction of the unit cannot be affected by abilities of the leader (and vice versa) if they require them to be a single unit (eg you cannot use join the hunt for 1 less CP with a Kroot Warshaper).
7. <Behaviour> Fast Dice rolling is not mandatory, but should be used whenever possible to keep the game flowing and not slow it down unnecessarily. As some examples of when you will need to slow roll; rolling for damage vs



mutli wound units with more than one model, if a unit has Feel No Pain, you will also need to slow roll when a unit has different save characteristics. If you feel that slow rolling and having the entire attack sequence rolled out one at a time is beneficial then you may of course do so, and your opponent will then have to slow roll their saves accordingly. In a similar vein the defending player may slow roll their saves and ask their opponent to roll the damage from each failed save one at a time to see if they want to reroll any of the saves. In either situation if you choose to slow roll the clock should stay on the player that asked to roll that way.

8. <General> When a Deadly Demise is triggered during a unit making their attack (even if it was not triggered as a direct result of that unit making it's attacks) resolve it immediately before any other attacks are resolved. Any attacks that have been declared already are still resolved even if those models were destroyed as a result of the Deadly Demise.
9. <General> You may only interrupt the Attack Sequence with a rule that has the wording of Just After, After, or When (see the Sequencing section of this FAQ for help here if needed). This means that rules that have no specific trigger in a phase, such as "When: In the Shooting phase." cannot be used to interrupt a sequence, but a rule that reads "In the Shooting Phase just after a unit has finished making its attacks" can be used. For example, Space Marine's Storm of Fire Stratagem cannot be used during the attack sequence to grant the extra AP.
10. <General> Rules and abilities that inflict Mortal Wounds, but do not follow the attack sequence (i.e. hit, wound, etc.) are not attacks for the purposes of rules that are triggered by being targeted by an attack, or destroyed by an attack. Remember that as far as the rules are concerned you are only selected as a Target when an attack is being made, rules that just instruct you to "select an enemy unit", do not fall into this category. If the source of Mortal Wounds has the Psychic keyword (such as Doombolt or Vortex of Doom) then the damage is considered to have been made by a Psychic attack and so rules like Psychic Hood that gives a Feel No Pain are allowed to be used.
11. <Measurement> For measuring distances and when checking if a model is in, wholly within or over something, for models without bases or Vehicle models with bases that are not Walkers nor Aircraft, use either the downward projection of the hull, the hull itself (when measuring to something on a ruins floor for instance) and the base if it has one. Control of objective and engagement range of enemy models needs to be checked considering all those aspects.
12. <Reserves> 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.
13. <Set Up> When a transport model is destroyed, if it has multiple units embarked within, you can choose to set up the first unit so that the second unit has to do an Emergency Disembarkation. However, when disembarking from a destroyed transport, if there is enough space to set up all models you must do so, you cannot voluntarily destroy your own models. If there is not enough space, then you have to set them so the minimum number of models are destroyed. If in doubts, call a ref to see what is possible to set up.
14. <Stratagems> For the Overwatch Stratagem consider the following:
 - A. 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 declares its charge move if used in the charge phase.
 - B. You can only use the Fire Overwatch stratagem on a unit once for each interaction that would allow it, i.e. you can only shoot it once at the beginning of a move, however you can shoot again at the end of its move.
15. <Stratagems> For the purposes of any rules that require "Your army" to have done something (such as Space Wolf Sagas), or have a Vow or other similar army wide ability (Waaagh, Templars Vows) it is considered to be completed or active if it is true for at least part of your army for the purposes of a stratagem or ability that is used on such a unit. Therefore, if you are playing Black Templars and have selected the Accept any Challenge no matter the Odds vow at the start of the game and then used the Fervent Acclamation Stratagem to gain the



benefit of the Uphold the Honour of the Emperor vow, and that unit has the enhancement Tannhauser's Bones then they would gain the Feel no Pain 5+ ability but no other units in your army would gain the benefit of that vow. In a similar fashion, using the Vicious Riposte Stratagem on a different unit to the unit that you used Fervent Acclamation on would not infer the bonus to the rolls to determine which models fight on death.

16. <Abilities> When a rule mentions a "Unmodified Successful Roll of x+", (like a Hit Roll in the case of the Votann Conversion rule), it means you need to compare the result of the dice to its success condition after rerolls and before applying modifiers. For example, when using the Conversion rule, to fulfil the requirements of "an unmodified successful hit roll of 4+" your attack needs to hit the target, regardless of any modifiers to the roll, but must still hit when compared to your Ballistic Skill. Therefore if you are shooting with a -1 to hit modifier, a 4+ would still become a Critical Hit due to the rule, which not only hits the target itself, but also triggers the Sustained rule on the weapon. If you are shooting at a target with Ballistic Skill 4+ but are under the effects of a modifier to your Ballistic Skill such as the Death Guard Plague Company Detachment Sicknesses then a 4+ to hit would be an unmodified fail as your Ballistic is now 5+, and you would need a 5+ to hit to trigger the conversion effect. As usual Critical hits are only ever scored on a unmodified roll of 6 while Overwatching, even if you have an ability that would hit on a 5+ like the Brokhyr Thunderkyn.
17. <General> Rules that last Until a certain point in the battle or the end of the battle (the Shadow of Chaos, Orks War Horde 'Ard as Nails Stratagem) will be ruled to end just after that point in the game has happened, but will end just before the start of the next phase instead. For instance, the Blood Angels Angelic Grace stratagem has the duration of "until the end of the Phase". This would mean that it would stop working just before the trigger for the end of the phase. We're taking the stance that we will rule these kind of interactions to last till after the "end of the phase" step has happened, and so if a Blood Angels player had used a stratagem like this while in engagement range of a Bloothirster they would still gain the Feel no Pain against the Relentless Carnage ability.

Rules that last until the start of a phase will be in effect for the entire duration of the preceding phase, and will stop being in effect just before the new phase starts. For example if you have a unit that is Battle-Shocked it will be Battle-Shocked for the end of your opponents turn at the end of the fight phase, and will cease to be just prior to the start of your Command Phase.

18. <General> Keywords are given to either units, attached units, models or joined units such as Ogryn bodyguards, Warlocks, Cryptothralls etc. A unit, either Attached or otherwise has the keywords of all of the individual Units and models that make it up. Models in units gain all of the keywords that appear on the units datasheet at the time that unit was added to your army. Models may later gain keywords from wargear or detachment rules, etc. as part of this process, or during the game via rules that give keywords.

If a rule specifies that a unit gains a keyword during the game then the models that make up that unit all gain the keyword, if this applies to an attached unit when it gains a keyword then all the units and therefore all the models that make it up gain the keyword too. Note this will not apply when a model specifically is given different keywords, only the units. You should also note that some keywords are only given for a temporary duration, and the source of the keyword should be checked each time to see how long that keyword is applied for.

Examples:

The Grey Knights Teleport Shunt Detachment Rule gives Grey Knights units the Fly Keyword when they advance as long as they have the Deep Strike Ability therefore all models in the unit gain the Fly keyword until the end of the phase.

The Neurogaunts Neurocytes ability gives the unit the Synapse keyword when in Synapse Range (while within 6" of a Synapse model) and therefore all of the models in the unit gain the Synapse Keyword while that condition is met.

The Deceptors Soul Link Enhancement gives the rules and keywords of a target model to the enhancements bearer. As this only effects the model the unit gains the keywords but not other models in the unit.

Units like the Space Marine Company Heroes that have different models with different keywords listed on their datasheet means that the unit has all of the keywords associated with those models but the models themselves only have their specific keywords.



The Aeldari Devoted of Ynnad detachment gives all Asuryani units aside from Epic Heroes the Ynnari keyword. As this happens at step 4 of mustering your army, when you are adding those units to your army in step 5 they would already have the Ynnari keyword on their datasheets, and therefore all of the models in the units have that keyword too.

If you have a Warlord that grants the Battleline keyword to units from your army such as the Militarum Tempestus Officer in the Bridgehead Strike setachment, then at step 6 of the Muster Armies process those units all gain the Battleline Keyword and so do all of the models in those units.

In the case of Joined units like Cryptothralls, Ogryn Bodyguards, Warlock Conclaves, etc. rather than an atached unit being created a "Joined unit" is created instead. This new Joined Unit has all the keywords of all of the units that made it up until the end of the game, but these keywords are not transferred to other models within that unit. For example, a unit of Cryptothralls with a Technomancer joins a unit of Wraiths, creating a Joined bodyguard unit and an attached Technomancer. The joined unit will have the infantry Keyword until the end of the game even if there are no models left with the infantry keyword and will still be eligible for Cull the Horde or Anti-Infantry attacks. Also in the case of the Ogryn Bodyguard, if the character models in the unit have been killed previously with precision, the rest of the unit still has the character keyword but as these keywords do not pass to the other models in the unit they are not eligible kills for the Assassination secondary.

19. <General> Sometimes a modifier is not a set number but is instead a D3 or D6 roll, examples of this would be things like the Rapid Fire Battle Cannon for Knights giving a rapid fire modifier of D6+3, or the Necron Canoptek Reanimator giving an additional D3 to the reanimation roll. In these cases the additional modifier should be rolled separately to any other dice that it would be connected with so in the case of the Battle Cannon you should roll a D6+3 to determine the original number of shots and then a separate D6+3 for the rapid fire. You can reroll either of these dice using the Command Reroll Stratagem but they are not combined so you only roll 1. In a similar case for the Canoptek Reanimator adding to the reanimation of Necron Warriors that are using their Number is Legion rule to reroll their reanimation only their initial roll can be rerolled using this as there is no way to reroll the modifier from the Reanimator.
20. <Abilities> If you have a unit that has a rule that allows it to shoot on death such as Hellblasters or Krieg Heavy Weapons Squad that is in engagement range and is taking casualties, be careful what order you remove the casualties as once the unit is out of engagement range some models may be able to shoot. Remember that models roll individually to see if they can shoot on death, not all at once, this is important for range and LoS etc.
21. <Attached Units> If a Character unit is not Attached, it is possible to allocate wounds to the Character before the other models. If a Character unit containing non-Character models is Attached, it is possible to allocate wounds to the non-Character models before the Bodyguards. Precision cannot be used on a non-Attached unit. eg: If Celestine is not attached, then when allocating wounds, you can allocate wounds directly to Celestine. If Marneus Calgar is attached to a unit of Agressor, you can allocate wounds to the Vitrix Guards before the Agressors but cannot allocate to Calgar until the last Agressor is dead.

STRATAGEMS

1. <Stratagems> 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.
2. <Stratagems> 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.
3. ~~<Stratagems> If an Ability specifically says that you need to be the Warlord to make use of the Reign of Confusion like abilities (Drukhari Archon, or Tyranids The Swarmlord) then only the Warlord's ability is Overwritten by the dataslate entry "Modifying a Stratagems CP Cost".~~
4. <Stratagems> If you have an ability to reduce the CP cost of a stratagem such as the Space Marine Captains Rites of Battle, you must use this before declaring the target of the stratagem despite what the ability says. This is to ensure that when conflicting rules and abilities that would increase the cost of a stratagem are present, the correct CP cost is paid, and your ability is used.



COMMAND PHASE

1. <General> If you have any units that are Battle-Shocked, regardless of the source of that Battle-Shock (failing a Battle-Shock test, rolling a 1 after walking through a terrain feature using the Super Heavy Walker Ability, choosing a unit to be Battle-Shocked while using the Red Rampage Stratagem, etc.) you cease being Battle-Shocked at the start of your next Command Phase.
2. <Abilities> If a unit has an Ability to make an Objective "Sticky" such as the Intercessor Squads Objective Secured Rule which would happen at the end of the Command Phase, this ability can only be used after the check for Level of Control has taken place and so if your unit is battleshocked it will not hold the objective at the correct time for the ability to be used.

MOVEMENT PHASE

1. <Abilities> Reactive moves that are triggered by your opponent moving (such as Termagants Skulking Horrors or Mists of Deimos) can be made in the following situations:
 - * When a unit ends a Normal Move, Advance or Fall Back move.
 - * When a unit disembarks from a Transport that has not moved this phase, that unit will have to make a Normal Move or Advance move by the end of the phase, and if it is still in range of a unit with this kind of rule it will trigger it as you are not allowed to elect to Remain Stationary when disembarking in this case.

Reactive moves that are triggered by your opponent moving (such as Termagants Skulking Horrors or Mists of Deimos) cannot be used in the following situations:

*When a unit disembarks from a transport that has already moved this phase as it has not made a Normal Move, it just counts as having made one.

*When a unit arrives from reserves and is in range of the unit that could use this rule for the same reason as above.

2. <Measurements> When moving a model players need to be aware that you only need to check that the base or hull, can or cannot fit along a path (while staying out of Engagement Range) when using the Straight Lines rules in the Rules Commentary, to see if the model can move there. This means that the models can move through the overhanging parts of other models on the table without penalty, but cannot end a move that would result in another model inside it. This means that every time you make a move you will be using these rules and can effectively always move through overhanging parts of models (Toxicrene tentacles, Skimmers, Pteraxii, etc.) including things like charges and pile in moves.
3. <Measurements> When you need to see if a model has moved over another model, you only need to check that the part of the model that you would ordinarily measure from has moved over part of the opponents model that would also be the point that you measure from. For example, a unit of Wraiths moves over a Rhino. The base of the Wraith model needs to go over any part of the Rhino's hull to trigger its Wraith Form rule.
4. <Measurements> Replace the Rules Commentary entry "Vehicles with Bases" Second bullet point with: A unit can embark within a friendly Transport with a base after that unit ends a Normal, Advance or Fall Back move and if each model in the unit is WITHIN 3" horizontally and 5" vertically of any part of that Transport.
5. <Measurements> 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 shadow sword 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 32 mm (this would also count for the ovals where one part is wider than 32mm) they cannot occupy levels on the Large Ruins as that is the maximum width of the upper floors, the same applies to the smaller ruins that have a floor width of 50mm.

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.

6. <Movement> Almost all models with bases can overhang the battlefield edge (as long as the base stays wholly on the table), however there are some exceptions to this. Vehicle models that are neither Walkers or Aircraft cannot overhang at all, regardless of if they have a base or not (this includes being set up, during a move, or finishing a move). This is due to the first entry of the Positioning and Movement section of the GW FAQ, the Hull entry of the GW Rules Commentary and the WTC General Clarifications document. Additionally models that do not have a base at all cannot overhang the table edge at any time. For the Deployment Phase check the appropriate entry in Set up.
7. <Movement> When moving a model you are allowed to finish you move under parts of another model as long as your model physically fits and is flat on the table. For models that would measure from their hull you are considered in base contact as soon as you are under the model, or your unit is within 5" vertically and 0" horizontally of the model. This would prohibit pile in and consolidate moves if you are considred in base contact, however if after charging for instance and are not currently considered in base contact, you may pile in etc.
8. <Movement> When Vehicle models, with the exception of Walkers, or a model without a base, makes any kind of a move, the whole model must be able to move without obstruction both during it's straight line movement and also it's pivots. For any other model you need to make sure that the base fits along the straight line paths of its movement, and then place the model back on the table where the entire model must fit before, and during, making a pivot move. This might happen several times during a models movement. For example when moving a Bloodthirster you might make a straight line move between 2 ruins and then need to pivot the base to move between some more. At the point that the first straight line movement ends, you need to be able to place the model fully on the table and pivot it without any part of the model (the wigs, weapons, etc.) moving through a wall or another model, before making your next straight line move where at the end of that move the entire model must be able to fit.
9. <Stratagems> Vehicles and Monsters are eligible targets of Overwatch even when they are in Engagement Range of an enemy model. The unit that is using the Stratagem cannot be in engagement range, and obviously cannot use a blast weapon to shoot an engaged target. This is because the Big Guns Never Tire rule always allows you to select Vehicle and Monster Targets, but only lets you select them to shoot in your own Shooting Phase.
10. <Abilities> If you have a rule that would allow you to move through models as part of your movement, unless it specifically allows you to enter engagement range, or move through models "as if they were not there" as is the case with the Imperious Advance Stratagem then you may only move through your own models.
11. <General> If, when making a Fall Back move, all the models in a unit have failed their Desperate Breakout roll and been destroyed, the unit has not ended a Fall Back move and therefore things that would trigger from it (i.e. Opportunity Seized, or the reactive move from the Space Marine Lieutenant with Combi Weapon's Evade and Survive ability) may not be used.
12. <Movement> When a unit "Counts as having made a normal move" it does not count as "Having been selected to make a move". Therefore, when a unit is set up on the table, either from Reserves or from a transport, it has not been selected to move, and so may be the target of Stratagems like Unshrouded Truth.



SHOOTING PHASE

1. <General> 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.
2. <General> When shooting you do not have to sequence your weapons before rolling your attacks, you just have to fire all of the same profile weapons at the same time, and all weapons that are targeting one unit before moving on to the next. You are allowed to choose what weapon to fire next at a target if you're trying to be efficient with your shots, for instance against a target that is made up of multi wound models.
3. <Abilities> There are many units that have abilities, as well as a lot of stratagems that allow a unit to shoot back at the unit that shot at them, or shot at another nearby friendly unit. In some cases these abilities take place at the timing "When you have been selected as a target" which happens before anything else, some examples would be the Invader ATV's Outrider Escort ability and the Krootox Riders Kroot Packmates ability. In those cases if a stratagem or ability would be used to make the target no longer eligible and a new target is chosen, the reactive shooting will still be resolved after the unit making the attacks has resolved their attacks, unless there is no other eligible target for attacks to be resolved against in which case there will be no reactive shooting.

If the ability has a timing that is "When an enemy unit makes a ranged attack" this step takes place after targets have been finalised and any rules that would prevent the original unit being a target have been used, and so abilities like Cyphers Guns Blazing, and the Hexmark Destroyers Multi-Threat Eliminator will only trigger by the redirected shooting.

CHARGE & FIGHT PHASE

1. <Behaviour> 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.



2. <Behaviour> 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.
3. <General> When making a Consolidate move towards an Objective Marker, you measure the distance to and from the closest part of the 40mm marker of the Objective, to the closest part of the model (i.e. the hull, or the base). As long as your final position is closer to the Objective Marker than you started and remain in range of the Objective, this is a legal move to make. Note that if you are already in base contact with the Objective Marker or on top of it that model may not consolidate in this way.
4. <Movement> When charging with an Infantry, Beast, Imperium Primarch, or Belisarius Cawl 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 we have written which is in a separate document. Please see that document before declaring a charge so that you're aware of how the charge will work using those rules.

5. <Movement> 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. When a unit makes a Pile In or Consolidate move where only some models in the unit would be able to make engagement range at least one model must do so.
6. <General> You are considered to have declared a charge once the unit that you have selected to charge with has selected all of the targets of it's charge.
7. <Stratagems> The Heroic Intervention stratagem checks all of the eligibility criteria for a unit that is able to charge to see if the unit can be the target of the stratagem with one modification. Eligibility based on being within 12" of an enemy unit is only checked at the point that the stratagem is used, not at the start of the phase. Players should note that after a unit has made a charge move using the Heroic Intervention stratagem, that unit may then be within 12" of a unit that was not within 12" of any enemy units at the start of the charge phase, this does not grant that unit the eligibility to charge the unit that just Intervened, however if they were already within 12" of another unit they may still choose the unit that made the Intervention as the target of their charge.
8. <Abilities> If a melee attack with the Hazardous ability targets a unit that has the Fight on Death rule, the Fight on Death happens prior to the Hazardous tests.
9. <Abilities> Fight on Death happens prior to the step where a unit would stop being an attached unit.

SEQUENCING

There are many rules, stratagems, or abilities in the game that have a specific instruction that tells you when they're used. This is called a Trigger. Triggers are instants in the game such as "When your unit has been targeted...", "Just After a unit has finished a move...", "After a unit has..." as well as points in the Battle Round, such as "Start/End of the Battle Round", "Start/End of the X Phase" and "Start/End of the Turn".

During the game, once a Trigger occurs both players are able to declare their intent to use rules (i.e. Abilities, Stratagems, etc.) that are eligible to be used at that Trigger. Both players can use as many of their rules as they would like to at this point. This means that you may have several Rules that are Triggered, for example "Just After" something has happened, and this is the point that you would declare all of them.

When several rules would all take place at the same time, using the same Trigger they are resolved via the Sequencing rules in the Core Rulebook (page 9). There are several Timings that can occur during the game such as "Just After", "At the Start/End of..." and sequencing is used to determine the order of those rules when they all have the same Timing.

As stated in the Core Rules Updates and Rules Commentary, some Triggers have the phrasing "At the Start of..." and any rules that specify that Trigger all share the same Timing and so will need to be sequenced. For instance this means that it is not possible for a player to make use of any rules that would take place during a phase, before the Trigger for the Start of the Phase has happened, and any rules used at that Timing because of that Trigger have been resolved.

Some Triggers have the phrasing "At the End of..." and any rules that specify that Trigger all share the same Timing and so will need to be sequenced. For instance this means that it is not possible for a player to make use of any rules that would take place during a phase, after the Trigger for the End of the Phase has happened. There are some exceptions to that below.

Once you've begun resolving the sequencing of the rules, you may create new Triggers which could be used by either player. For example when resolving several rules at the end of a movement phase the Ork Wierdboy's "Da Jump" ability is resolved and the Trigger of a unit being Set Up could be used to Fire Overwatch. This new Trigger and it's resolution would take place before anything else that was sequenced before and essentially interrupts it.

At the WTC, we prize Sportsmanship very highly, and in line with the General WTC Clarifications entry, Players Playing By Intent - When there are multiple rules that have the same trigger, players should discuss with each other how all of the rules that might be used would be resolved bearing in mind Sequencing, and which Player is able to control the flow of the game.



This is to prevent any "Gotcha" moments during a game and to ensure a smooth flow of the game. As all of the rules that would make up the sequence have to be declared prior to them being sequenced, it allows the players to ensure that they are only using the rules that they want to, and not wasting CP, or once per game abilities etc. We expect players to have an open discussion about the end result of using those rules and how it would effect both armies.

The expected procedure for resolving a Trigger when both players have rules to use, or when one player has more than one rule to use off of the same Trigger is:

- i) **The Trigger occurs ("End of a phase...", "... an enemy unit has...", etc.).**
- ii) **One or both players declare their intent to use that Trigger for one or more of their rules, or the game dictates an action to be taken by a player (Disembarking From a Destroyed Transport).**
- iii) **Players check the eligibility of the rules that they wish to use.**
- iv) **The players discuss the rules being used, and have an open conversation about how the sequencing of those rules would happen by the active player (or the winner of the roll off if the rule isn't being resolved during a turn), and how any new Triggers may be created and acted upon by the rules being resolved.**
- v) **The players finalise the sequence that the rules are to be resolved in, and the order is locked in and cannot be changed. Rules that have not been declared, and that have the same Trigger as the rest of the rules being resolved cannot be declared at this point. This does not include new Triggers that were created during the resolution but in line with the point above they should already have been discussed by the players.**
- vi) **One at a time the rules declared in the sequence are resolved in the same order they were decided on in step v. You need to check that the rule is still eligible to be used before using it. If there are rules that cannot be resolved during the sequence because they are no longer eligible then they are removed from the sequence, and are not considered to have been used in the first place."**

When playing with a clock the player who is describing the effect their actions will have on the battlefield should be using their time, and the same goes for the player that is thinking about whether to use their rules or not. Regardless of how this conversation is going the clock should not be used as a weapon in this circumstance and anyone who feels that their opponent is trying to manipulate the clock should call a referee immediately. This rule is in place to help with sportsmanship, and the flow of the game and should not be used to try and leverage an advantage over your opponent on the clock.

EXAMPLES

Yoan and Ben are playing a game, Yoan has Aeldari and Ben has Orks. At the end of Ben's Movement Phase both players have the opportunity to use abilities (Da Jump) or stratagems (Phantasm). Both players should have an open conversation about what would happen if either player used their rules, or both players used them, again with the mindset that Ben is the active player and has to declare that he is using his rule first, and then Yoan can decide if he still wants to use Phantasm. Once they have decided to use their rules or not Ben, the active player, sequences them.

The players should give a full explanation of the different possibilities that could happen with their rule, for instance Ben could show the rough areas that he would Da Jump to, and Yoan could show the places that his Phantasm'ed unit would move to and which units he might declare as the targets of that stratagem, and also any units that may then use Fire Overwatch as a result of Ben's Da Jump.

The conversation ends with the players agreeing on which rules they will both use, and how they will be sequenced decided by Ben. He decided that he will Da Jump first and then Phantasm will be used. This is then final. Once Ben has resolved Da Jump, the Trigger for Fire Overwatch is created and Yoan can now decide if he would like to act on that Trigger. Ben will have gone into this knowing that was a possibility as they discussed it before. Therefore Yoan resolves the Fire Overwatch stratagem, and then completes the sequence that was set before by resolving his Phantasm.

Nikola is playing Thousand Sons and at the start of his Shooting Phase he decides to use several Rituals from the Cabal of Sorcerers army



rule. He also has the ability to use Ahrimans Arch Sorcerer of Tzeentch, and the Lord of Forbidden Lore Enhancement, to gain a "free" Ritual, as well as use one twice. He decides to use Doombolt twice, Temporal Surge, and Twist of Fate. Because they all have the same Trigger, and Timing, they need to be sequenced. Nikola decides to Doombolt with one Sorcerer, and then Temporal Surge with the next, Doombolt with the next Sorcerer using the Lord of forbidden Lore, and then finally use Ahriman to get Twist of Fate for free. Once this sequence is locked in, he then resolves the Rituals one at a time.

Hugo is playing his Space Marines against Clement with his World Eaters. After Hugo has shot with his Eliminators, and killed a Berserker model from one of Clements units that was 5.5" away, Clement declares that he would like to Blood Surge, and Hugo declares that he would like to use his Reposition Under Covering Fire ability, which are both "After" timings. Understanding that Clement may roll high enough to engage his unit with the Blood Surge move, but knowing that it would put the Berserkers in a bad position if they moved closer, Hugo decides that he will sequence the abilities in the order of Blood Surge, then Reposition Under Covering Fire. Clement resolves his Blood Surge and rolls a 6 which is enough to get them into engagement range of the Eliminators. At this point the Eliminators are no longer allowed to resolve their ability as it only allows for a normal move and not a fall back move and so this is no longer an eligible part of the sequence, and the sequence ends.

Jay is playing World Eaters and Henry is playing Adeptus Custodes. Henry shoots a unit of Khorne Berzerkers with a unit of Custodian Guards, and after shooting, declares the use of Sentinel Storm to shoot again at a different unit of Berzerkers, and Jay declares the use of Blood Surge to move. As both happen at the same time and it is Henry's turn, he chooses how to sequence those. He chooses to sequence the shooting before the Blood Surge. He resolves that shooting, which can trigger a new Blood Surge from the other unit of Berzerkers, that will happen before the first one. Once the second Blood Surge is resolved, the first Blood Surge can be resolved as well. Note that the two uses of Blood Surge need to be resolved one at a time and thus Jay must finish moving his models before rolling the second dice.

JD is playing Aeldari and Orfeo is playing Dark Angels. Both players have rules that they would like to use in the shooting phase, in JD's case, he would like to use Grenades to deal some mortal wounds to a unit of Orfeos lead by Azrael, and then later on shoot the same unit with weapons with the Devastating Wounds ability. Orfeo would like to use the once per battle part of The Lion Helm to try to take as few mortal wounds as possible. The players discuss the sequencing of these abilities as outlined in this document and it is clear to both that when the shooting phase commences JD will be able to sequence either his grenades before The Lion Helm abilities is used, or his shooting with one unit before The Lion Helm is used. This is because The Lion Helm ability has no specific trigger and also does not interrupt a sequence as it does not have "After X" as part of the ability. Orfeo needs to remember that JD is under no obligations to declare which unit he is targeting using the Grenades stratagem, or which unit is shooting at what and so he may need to use his ability needlessly if he wants to have the possibility to do feel no pain rolls.

As an example of something that isn't sequencing, In the case of things like Issuing Orders and your opponent using Shadow in the Warp which are used "during the command phase". You are using your orders one at a time, and your opponent is able to use his ability at some point during the command phase. You should do an order and ask your opponent if they want to use their ability, and then resolve it if thats the case. You are not declaring all of your orders being used and then sequencing them all at once.

MISSIONS, ARMY & DEPLOYMENT

ARMY

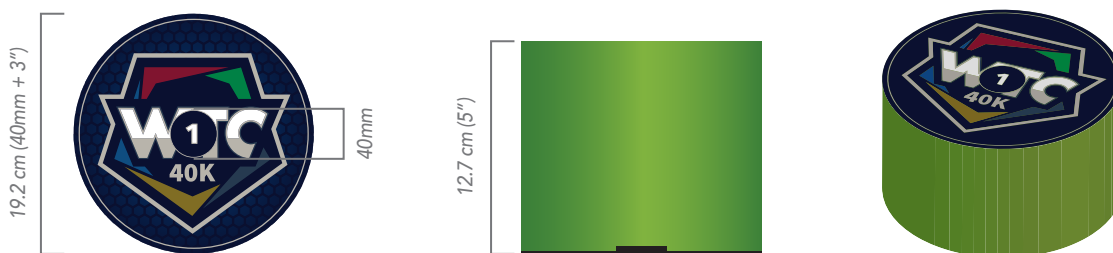
1. If you have chosen to play any detachments that aren't published in your Index or Codex (eg. the Grotmas Detachments) you may only select that detachment for your army if your army faction keyword matches the faction mentioned in the publication (for example Genestealer Cults - Final Day). Additionally you may only use the rules in each detachment if you have selected that detachment for your army.



WTC FAQ DOCUMENT

MISSION CLARIFICATIONS

1. <Measurements> 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.



2. <Scoring> The description of a secondary objective will decide if more than one unit can perform the given "action".
3. <Scoring> 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.
4. <Scoring> For missions that require you to kill enemy units like Bring it Down, or the Cull the Herd mission, when targeting a unit that is made up of several units that have become an attached unit, you need to consider the individual units to see if the secondary can be scored or not, not the attached unit as a whole.
5. <Scoring> The mission rule Raise Banners can grant at most one Victory Point per objective and per game.
6. <Scoring> When picking a unit to guard an objective for the Burden of Trust Primary Mission, the player can choose a unit that is already guarding another objective if it is within range of both markers. However, when scoring VP for guarding objectives, each unit can only reward VP once per turn. If a unit is chosen for two objectives it will essentially have to choose which objective it counts towards if it still controls both.
7. <Scoring> When playing the Swift Action Mission Rule, a unit can perform an action after Advancing or Falling Back even if it is not eligible to shoot, but only if the reason that it would be ineligible is because it Advanced or Fell Back.
8. <Scoring> When playing the Stalwarts Mission Rule, a unit can perform an action after Shooting or while in Engagement Range even if it is not eligible to shoot, but only if the reason that it would be ineligible is because it has already Shot, or is in Engagement Range.
9. <Scoring> When checking if you'd score points from the Overwhelming Force secondary for destroying an Attached Unit, you will score points for each of the individual units that make up the attached unit as long as any part of it was in range of an Objective Marker at the start of the turn.
10. <Scoring> If a unit that makes up an attached unit is destroyed, and that attached unit was performing an action, then the remaining unit or units in that attached unit can still complete it.
11. <Scoring> When playing the Smoke and Mirrors Mission Rule, if you select a Transport with an embarked unit in it as the unit to be placed in Strategic Reserves, both the embarked unit and the Transport are placed into Strategic Reserves regardless of how many units are already there, and the combined points total of these units may not exceed the value in the Table on the card, therefore in a 2000 point game, the combined total must be 500 points or less.
12. <Scoring> A unit may hold more than one objective at the same time.
13. <Scoring> When playing Terraform, you may start to Terraform an objective even if your opponent has started to Terraform it already, but not if they have completed that action already. If you and your opponent have both started Terraforming an objective and your opponent successfully completes their action and Terraforms the objective your action may no longer complete and so your unit may act normally as there is nothing to fail.



WTC FAQ DOCUMENT

SETTING UP MODELS AND DEPLOYMENT CLARIFICATIONS

1. <Abilities> If a unit that has a once per game ability or a token that represents it such as Adepta Sororitas Battle Sisters Cherub ability, is split because of embarking in a transport that allows a unit to split such as the Immolator both the newly created units have the rule, ability, or token.
2. <Eligibility> 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.
3. <Eligibility> 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.
4. <Eligibility> 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. <Eligibility> **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.

Note: There are two steps to setting up a unit from reserves. First select a unit to be set up, then select a method of setting it up. Some rules provide new ways to set up a unit from reserves, like the Surprise Assault Subterranean Assault detachment rule (which is used "when you set up a unit on the battlefield from Reserves"), or Gaunts Ghosts Covert Stealth Team ability. This creates a new method of setting up a unit that can be used instead of Deep Strike or Strategic Reserves, while still behaving in a similar fashion to those rules, and so are eligible to arrive because of point b above.

Other rules modify the conditions of setting a model up using a given condition, like the Cosmic Precision stratagem from Hypercrypt Legion detachment, used when a unit is set up using Deep Strike or Hyperphasing, the Denizens of the Warp stratagem from Daemonic Incursion, used when a unit is set up using Deep Strike, or the Twisted Mirage stratagem, used when a unit is set up from Strategic Reserve. The first two are eligible to be set up in turn 1 due to point b above as they modify a method of arrival not prohibited in turn 1, but the latter cannot as it modifies arriving from Strategic Reserves which is not possible in turn 1.

6. <Eligibility> 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.
7. <Eligibility> 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.
8. <Set Up> When setting up an Aircraft unit from Strategic Reserves, if the models base fits wholly within 6" of an edge of the table, then the model may overhang the edge and act as normal for the rest of the turn. If the base cannot fit within 6" then the unit may not act as per Rules Commentary entry Deploying Units.
9. <Set Up> While setting up units during the deployment phase (including redeploys) Units have to be wholly within your deployment zone and cannot overhang the battlefield edge with any part of the model (e.g. Skimmers, Knights), unless that unit is using the Infiltrators rule.
10. <Set Up> When you are being Set up on the battlefield as described in the Deep Strike ability, set that unit up as if the unit was Deep Striking and so abilities like Meteoric Descent would be able to be used.
11. <Abilities> When using the Rapid Ingress Stratagem on a Transport such as a Drop Pod or Tyrannocyte where there is an instruction to disembark immediately the unit must still disembark.



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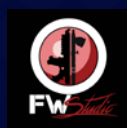


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