

ETC 2015

FAQ and Clarifications

Version 2

Document History:

Welcome to the new version of the ETC FAQ and Clarifications document to be used at the ETC 2015 in Prague.

We will be keeping tabs on changes from now on, so in the future when text is barred like this it means the clarification is or has become void or is not in use (sometimes maybe pending some Captains Council decisions). We will leave it in place for traceability between given versions of the ETC FAQ.

Updates:

2014/09/30: Changes/Additions/Retractions marked in Green.
2014/11/16: Changes/Additions/Retractions marked in BrownRed.
2014/12/12: Changes/Additions/Retractions marked in Blue
2015/01/25: Changes/Additions/Retractions marked in Purple
2015/02/28: Changes/Additions/Retractions marked in Orange
2015/03/28: Changes/Additions/Retractions marked in Grey
2015/04/28: Changes/Additions/Retractions marked in Magenta
2015/04/25: Changes/Additions/Retractions marked in Brown
2015/05/08: Changes/Additions/Retractions marked in Turquoise
2015/06/12: Changes/Additions/Retractions marked in Red

More Information about the ETC?

For more information about the ETC tournament please refer to :

<http://warhammer.org.uk/phpBB/viewforum.php?f=33>

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GENERAL ETC CLARIFICATIONS

1. Players are required to give full disclosure of their army list to their opponents, including weapons, wargear, special rules and the contents of any transport vehicles. In the case of Armies with lots of special abilities or powers (like Daemons), players are required to make things clear to their opponent at all times. This can be done by either putting markers near affected units, or by having a clear paper/laminated sheet listing all the relevant information that can be consulted at any given moment.
2. Rules issues troubleshooting guidelines: ETC Clarifications > English GW Official FAQs > English Codex > English Main Rulebook. Any document published by Games Workshop after list submission date (July 26th) will not be used at ETC. 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 updates from updated devices (Apple, hardcopy releases, ...) take precedence.
3. Unless specified otherwise, army specific special rules do not affect an opponent's army, especially in the case of two players using the same type of army.
4. When a book released before 7th edition speaks about an "army" it is actually referring to the specific detachment that part of your list belongs to. Any special rules, abilities, and requirements are not transferred between detachments and will only apply to that detachment, unless noted otherwise. For instance, you can ally in shadowsun when taking a farsight enclaves "army" or Detachment.
5. When special abilities or rules would only interact with specific model within a targeted unit, only those specific models are subject to, or will grant the benefit of its effects. For Instance, a Daemon Prince with Hatred: Space Marines hitting an IG character attached to a Space Marine Squad in a challenge would not re-roll results of '1', while he would if he were just hitting the unit as a whole. Reversely, if the DP was targeting an IG unit with an attached SM character, he would not benefit from the hatred special rule unless if he was in a challenge with the SM character.
6. A player can choose the order of upgrades on the same model when building their armylist. An example : in a Dark Angel command squad, a Veteran takes a banner and is upgraded afterwards to Company Champion, replacing their chainsword with a blade of Caliban and a combat shield".
7. Whenever a rule or ability refers to Imperial Guard, it automatically confers to units from Astra Militarum and supplement books. For instance, Longstrike's preferred enemy will work on AM units.
8. When a model has a Power or Force weapon the chosen type must be specified on the army list, and comply to the WYSIWYG rule. Every army list MUST make clear mention of who is to be the army's warlord. Any character model in your army (except those from Allied detachments, unless you are playing C:Inquisition of course) can be your warlord.
9. Models are expected to be WYSIWYG (What you see is what you get). There's will be a margin of tolerance for non-weapon wargear. Units and detachments must be differentiated by any visible means (squad markings, weapons, shoulder pads, helmet colours...) or preferably a combination of such means. Using differentiating color marks on the side of the base provides a default objective criteria for referee decision in differentiating units and detachments. Referees will be tasked with determining if models are compliant to these criteria or not in the case of a dispute.
10. Players may only convert their models for aesthetic purposes. Any players/teams that according to the opinion of the Referees have converted their models specifically to gain a gameplay advantage may be penalized.

11. In case of ruling required 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.
12. True Measure of Distances - Measuring distances must sometimes be done in 3 dimensions, especially in the case of models placed in terrain sporting several levels, or vehicle hulls which have vertical parts. Measure the distance from base and hull to base and hull, holding your tape measure at an angle as necessary.
13. Bases – As a general rule, models must be based using any of the ones they are currently supplied with. Alternatively, they can be modelled on bases using the guidelines below. Always keep the 20 mm high minimum rule in the case when using flying stands of any kind. 30 mm for Skimmers. With the new 32 mm bases supplied by GW, all applicable models must be on the same base size, either 25mm or 32mm, within the army.
 - 25mm or 32 mm: Infantry and jump infantry.
 - 40mm: Beasts, Cavalry, Bikes and Jetbikes, Swarms, Terminators, Obliterators, Mega-armor, Exo-armor (except Stealth Suits). Bikes, Jetbikes, Beasts and Cavalry may also use the new "bike bases" with round edges.
 - 50mm: Centurions
 - 60mm: Monstrous Creatures, Artillery, Heavy Weapons Teams, Tau Broadsides, Walkers, Skimmers, Trikes.
 - Large oval base (Flyers bases): Valkyrie, Vendetta, Stormraven, Tervigon, Trygon, Mawloc, Tyrannofex, Flyers, Dreadknight, Riptide, Crone, Harpy.
 - Independent characters must use the base that corresponds to their unit type.
14. To start a game, use the following procedure :
 - a. Roll-off: Winner places the first objective. Players then alternate placing objectives until all are out, except for Emperor's Will objectives in Mission #3.
 - b. Roll-off: Winner chooses deployment zone. In Mission #3, the player who chose sides now places their Emperor's Will objective first.
 - c. Roll for Warlord Traits, beginning with the player who chose deployment zones
 - d. Roll for Gifts, Boons and any other pregame rolls, beginning with the player who chose deployment zones
 - e. Roll for Psychic Powers, beginning with the player who chose deployment zones
 - f. Roll for Night Fight
 - g. Roll-off: Winner chooses whether to deploy first or second. Fortifications are placed during deployment.
 - h. Roll off to deploy Infiltrators
 - i. Player who deployed first now decides who gets first turn
 - j. Roll off for Scout moves. It is courtesy to ask your opponent if he has any Scout Moves before proceeding to Seize The Initiative. If the question has not been asked and the dice has been rolled, the Seize The Initiative Attempt must be re-rolled only if the player in question actually makes Scout Moves.
 - k. Seize the initiative
 - l. Let the fun begin
15. If the game has to be stopped before turn 4 because of time out or Referee decision, units still in 'classic' reserve (but not ongoing reserve) do not count as destroyed for KP and VP calculation purpose. Otherwise units that are not on the table at the end of the game or in ongoing reserve automatically count as being destroyed for Kill Point & Victory points purposes.
16. The best available save (p19) is to be chosen based on the value of the save available, and not taking into account the effects of special rules that can affect the probability of this save (for instance re-rolls are ignored).

17. Models performing a run, turbo-boost, flat-out, Eldar jetbike or jet-pack assault move follow all the rules for movement and are to be considered as a movement unless specified otherwise. This means amongst other things that vehicles can turn before and during this move, and that bikes or jetbikes do not have to make that move in a straight line. This also applies to Daemon Screamer's special attacks. ~~As a reminder of a noticeable exception to this clarification, the line to check which units can be affected by a bladevane attack is a straight line.~~ Note that swooping flying monstrous creatures must still run in a straight line forwards and cannot pivot before starting their run move.
18. Any model that is not part of the initial detachments (which are formed at the beginning of the game when determining army list) do not benefit from objective secured. This applies to Termagaunts spawned by Tervigons, Daemons spawned by Portalglyph or Warp Storm Table, any conjured units, and Boons Of Mutation amongst others.
19. Regarding Fortifications, keep in mind that only SLP, ADL and Bastion are allowed at the ETC, ~~and that the only upgrades available to them are the comms relay, the Quadgun or the Icarus.~~
20. Where discrepancies occur between codex entries and summaries at the back of a book always use the codex entry as the final and correct entry.

CORE RULES

GENERAL

1. Where units with abilities that have a certain range or area of effect are concerned, like Synapse effect for Tyranids, always measure range from the hull of their transport/building in case of embarked units. The DA Powerfield Generator is an exception to this.
2. Abilities or wargear that triggers when things come from Reserve, like Coteaz' "I've Been Expecting You" or the Intercept Special Rule do not apply to units that simply arrive using the deepstrike rules (Gate of Infinity, Veil Of Darkness, ...) without actually arriving from Reserves.
3. ~~Teleport homers and similar items (chaos or daemons icons, locator beacons...) have to be present on the table at the start of the phase in order to be used. As such, only items present on the table at the end of the preceding phase can be used.~~
4. Look Out Sir applies whenever a wound is allocated to one of your non-vehicle characters. As such, unless specifically stated otherwise, Look Out Sir rolls apply when being subject to special attacks that are neither shooting nor assault, and where wounds are allocated like in the case of Slash attacks, Sweep attacks, Vector Strikes; **Stomp Attacks**; or the Mawloc's "Terror From The Deep" ability just to name a few.
5. If any random or specific rolls need to be made during a turn, the active player is the one who rolls the dice. Consider Psi-shock for instance: a unit containing at least one Psyker is hit by a weapon with the Psi-shock special rule, one randomly determined Psyker model in that unit suffers Perils of the Warp in addition to any other damage. As it is the active player's turn, fateweaver would not be able to use his reroll to change the result of the randomly determined psyker.
6. A set value modifier to a save, such as a Power Field Generator, Skyshield Landing Pad, or other source does not replace a models save if the save it currently possesses (including modifiers) is better
7. When determining LOS with a vehicle for purposes other than shooting attacks, trace LOS from any part of its hull.
8. Range for abilities that have an aura of effect kind of mechanism, like the Canoptek Harvests 'Adaptive Subroutines' or an Ethereals 'Invocation Of The Elements', is measured and checked at the time the effect is occurring or needs to be checked to determine if the unit is in range to benefit from it.

9. Weapons with different profiles must choose which profile to use per phase, and not per turn. This allows one to shoot with a bolt pistol and get an extra attack for it during the ensuing assault phase and allows units with a weapon that has a profile for shooting and melee to use it in both phases unless specifically disallowed by the weapon or wargear itself.

THE TURN

1. Ongoing effects (like soul blaze, maledictions, etc...), reduced characteristics, or any other modifier of the sorts, that were active on a unit or model before leaving play (leaving combat airspace, entering ongoing reserves, being removed as a casualty) will continue to affect models/units for their full duration. For example, a FMC with a Soulblaze counter will roll to see if the flames die out regardless of whether he is on the table or not at the end of the turn. The same applies for things like It Will Not Die rolls and other abilities.
2. "Forgetting" reserve rolls is a delicate matter as it might offer one player an advantage on the battlefield. It is BOTH players responsibility to remind each other of this, and to keep track of what units they have in reserve at any given time. For instance, making allowances on your armylist for it with a checkbox, placing dice next to a unit on your army tray, whatever works for you... If you or your opponent do forget to roll for reserves, please follow these directions.
 - a. If both players agree proceed to reserve rolls right away taking into account the position on board at the time when reserves should have arrived, or simply roll again next turn.
 - b. If a reserve roll is missed for consecutive turns, or If players do not agree how to handle a specific situation where reserves are involved, call a referee, but beware that both players are likely to be at least warned and most likely penalised for repeated offenses.
3. If a unit is prevented from moving fully onto the board when arriving from reserves because of other units already there or impassable terrain, it is not placed on the table and considered destroyed. Units which can fly/jump over enemy units (Skimmers, Jump/Jet Pack Infantry, Jet Bikes etc.) may enter the board from Reserves through a board edge otherwise blocked by enemy units.
4. Drop pods from all army detachments are pooled together for determining which 50% arrives via the drop pod assault rule (at the players discretion).

MOVEMENT PHASE

1. When Using "long" or "oval" cavalry/bikes/monstrous creatures bases, it is not allowed to pivot the base on the spot to gain additional movement like vehicles without base would. In assault, it is not allowed to move them laterally in order to facilitate combi-charges : measure movements from initial position, and then do orientate the base so that the smaller side of the base is touching an enemy model.
2. No part of a model may intentionally hang off the edge of the table, except for parts that are explicitly ignored while checking line of sight (e.g. the wings or tail of a non vehicle model).

PSYCHIC PHASE, PSYKERS AND PSYCHIC SPELLS

1. A psyker unit is every unit or model that has a mastery level. A unit or model like this is always counted separately for the purpose of manifesting psychic powers and all rules involved. As an example: a unit of different psykers like Eldar warlocks can proceed to cast embolden twice but the same warlock cannot attempt to manifest the same spell more than once.
2. Psykers embarked on chariots or buildings can only cast Witchfire powers. The same restrictions that apply to Psykers inside Transports also apply to Psykers inside a Building.
3. A Psyker with a Mark of Chaos or a Daemon of a particular Chaos God can never make use of Psychic Focus, but Chaos Psychic Focus always applies.

4. Banishment only affects models with the Daemon special rule within the targeted unit.
5. Any Psyker can cast a number of spells corresponding to his mastery level (so mastery level 4 psyker can cast 4 spells), but never the same power twice.
6. Conjured units can deepstrike within 12" of the summoner even when they would be considered Allies of the "Come The Apocalypse" type.
7. Units or models able to re-roll failed Psychic Tests must re-roll all dice involved unless specifically stated otherwise.
8. Gate of Infinity can be used by units locked in close combat but not units that have gone to ground or units that were pinned. It may not be cast while in a transport vehicle. When using GOI while falling back, the deepstrike move can only be done when the unit as a whole gets placed closer towards its own table edge than before they were falling back (before any scatters obviously). *If the Psyker and any unit he had joined were the only unit(s) locked in combat with the enemy, the enemy may consolidate immediately after working out the deepstrike.*
9. *Levitation cannot be used by units locked in close combat or units that have gone to ground or units that were pinned. It may not be cast while in a transport vehicle. When using Levitation while falling back, the move can only be done when the unit as a whole gets placed closer towards its own table edge than before the power got resolved.*
10. Terrify is a Malediction that lasts until the start of the players next psychic phase, which means that a unit under this effect will need to take two morale tests. one at the end of the psychic phase in which the power was cast and another at the end of the targeted unit's own psychic phase in the subsequent **player** turn.
11. When a unit in CC gets affected by Terrify and fails its morale test, the unit that does not fall back from combat is immediately allowed to try and sweeping advance *if it would end up being no longer locked in combat.*
12. A Swooping FMC under the effect of Dominate will revert to Glide Mode if it fails its leadership check to move.
13. When successfully manifesting Possession, the Psyker in question would give up first blood and a killpoint *for VP purposes.*
14. A unit under the effects of "Invisibility" cannot be targeted with template weapons directly. However, the unit can suffer hits when another target was legally chosen and some models of the Invisible unit would be under the template. Likewise, a unit like this hit from a scattering blast will see wounds resolved as normal even though the unit cannot be the direct target of blast weapons of any kind. Also note that ~~Bearers of a wolftooth necklace and~~ units that always hit in close combat at a fixed value (like Kharn), override Invisibility and the need to hit on 6's in close combat.
15. No dice roll modification *or re-roll(s)* ever applies to Deny the Witch rolls for conjurations or blessings that are manifested, or powers without a type that do not target units specifically unless explicitly permitted by wargear or a specific unit's rule *stating they apply even when their unit is not targeted.* *Multiple instances of the same wargear or special rule that provide bonuses to Deny the Witch rolls (like multiple Canoptek Tomb Spider Gloom Prisms) do not stack with each other. However, different pieces of wargear or special rules do stack with each other.*
16. A vehicle with the psychic pilot rule that suffers a perils of the warp (1) result and fails its leadership is considered to have suffered an "explodes" result. Follow all the rules regarding passengers in the case of the psychic pilot also being a transport vehicle.
17. Nova powers cannot be cast while the psyker casting the nova is already locked in combat as it counts as a shooting attack, but will otherwise affect other units already locked in combat.

18. A Nova power will automatically hit all units, even those that can normally only be affected by snapshots, like **Flyers, Swooping Monstrous Creatures** or units under the effects of Invisibility just to name a few.
19. When working out a Nova power, do so as if each unit was targeted and affected separately, and work out the number of shots fired on a unit by unit basis..
20. All units under the line (friend and foe) from a Beam Psychic Power are hit, with the exception of Zooming Flyers, Swooping Flying Monstrous Creatures and the Psyker himself. Each unit hit by the attack is automatically affected by the attack regardless of abilities or effects that would normally require snapshots. Only one Deny The Witch will ever apply, and can be freely chosen by the opponent **amongst affected units**. Modifiers to DTW roll apply normally. Since units aren't targeted in se, special rules like Jink do not come into play. A beam will not affect Flyers or FMC's even when benefiting from Skyfire. **A beam must be used in such a way that an opponents unit is hit first otherwise the beam is not resolved.**
21. When manifesting Witchfires or Focussed Witchfires that do not follow the normal shooting process, make one to hit roll to see if the power connects like in the case of Psychic Shriek. **If the to hit roll misses, do not resolve the witchfire's effects.**
22. For the purpose of rules interactions involving weapons, like Skyfire or Perfect Timing, treat witchfire powers and the like as a weapon.
23. Zooming Flyers **and Swooping Monstrous Creatures** do suffer all the effects of the Objuration Mechanicum psychic power **and as such take a str1 hit with the haywire rule.**
- ~~24. When a chariot is targeted by Psychic Shriek, the rider part of its profile is the only legal target to allocate the wounds to.~~
25. A unit/model with Foreboding does not get its full BS when firing Overwatch on an Invisible Unit.
26. Units targeted by Psychic Shriek must use the highest leadership value present in the unit when resolving the power.
27. Multiple instances of the same Malediction cast by different models do not stack with each other.
28. When a Psyker manifests the Possession psychic power but is removed as a casualty due to a result on the Perils of the Warp table, the power is still fully resolved.
29. When a Psyker with or without the Brotherhood of Psykers/Sorcerers special rule, or a Psyker attached to a unit with the Brotherhood of Psykers/Soircers special rule manifests the Possession psychic power, all models in that unit, including any attached characters, are automatically removed as casualties

SHOOTING PHASE

1. Units or models may only take advantage of the Jink special rule when they are the immediate target of a shooting attack. Blasts scattering on units other than the initial target do not allow for Jink saves to come into play. The same applies for exploding vehicles, damage from Flyers that suffer from Crash & Burn , and Tesla arc. Of course, If the model had already jinked due to another attack, the Jink save would apply.
2. When declaring a target and a weapon to shoot with, ask your opponent if he would like to jink with the unit in question before actually rolling the first dice(s). If the question has not been asked, the opponent still gets the chance for the jink save to come into play but only as the first set of hits is rolled.
3. Blast weapons can be placed partially off table as long as the centre of the blast is **completely on or above** the table.

4. All types of saves apply normally when being targeted by a Weapon with the Graviton rule. Cover saves and Invulnerable saves may be taken.
5. A template or blast shooting attack with Skyfire can hit target a Swooping FMC. If the blast would scatter on a ground unit, models on the ground under the template are hit normally as well.
6. If an ability, affect or attack that is resolved like a shooting attack that rolls to wound and to hit and allows cover saves, the unit can choose to go to ground.
7. ~~Special rules or abilities that automatically affect enemy units and are not strictly speaking a weapon or an attack (like Tesla Arc or the Haywire effect from Objuration Mechanicum) do affect Zooming Flyers and Swooping Flying Monstrous Creatures or other units that would require a snapshot to hit.~~
8. When determining which weapon to shoot in the shooting sequence, weapons with different names are fired separately. This means boltguns and bolt pistols are fired out of sequence (though players may agree to fire them together to speed up the shooting sequence), as would Sternguard firing different ammo types (for example some firing Dragonfire some Vengeance rounds). Similarly, when using weapons in rapid fire and normal mode, or salvo weapons that are stationary and on the move or weapons that have a different profile whether the bearer moved or not (like psycannons), they are fired separately (though players may agree to fire them together to speed up the shooting sequence). Special rules on weapons, like mastercrafted or twin-linked weapons, do not count for this purpose.
9. When models in a unit are armed with combi weapons that are of the same type as other weapons in the unit, the player needs to declare them together if the types of weapon overlap. For instance, a veteran sergeant with a combi-plasma would be firing his plasma equivalent at the same time as the other plasmaguns firing in the unit.
10. When determining if cover saves apply to a model when allocating wounds, first use the model's eyes or head to determine whether a cover save would be granted. ~~the cover save will apply if LOS from any legitimate part of the firing model would grant cover.~~ Selectively choosing which part of a model is used to determine LOS to ignore the fact that a model would be able to claim a cover save is against the tenets of good sportsmanship, and any such issues that arise during a game should be called to the referee's attention.
11. Units or models that can be returned to play (Like Saint Celestine's Miraculous Intervention or Reanimation Protocols) will do so with any ongoing effect, reduced characteristic, or any other modifier of the sort, that was active on the unit or model before it did so.
12. When using a Bomb of any kind, treat the bomb/bombing run as having been fired with the barrage rules for purposes of LOS, cover and vehicle armor facings, unless a specific Bomb's rule state otherwise. Bombs/Bombing Runs cannot be executed when a Flyer has jinked. A bomb/bombing run isn't a shooting attack and as such can be fired at a unit under the effects of Invisibility without the need for snapshotting.
13. When working out wounds caused by 'No Escape', do not apply the special rules of the weapon, like soulblaze, concussive etc ...
14. When a unit is required to target the closest enemy unit with a shooting attack, while the target in question is not a legal unit to be fired at (blast weapon vs flying target for instance), pick the next legal unit instead if there is one, otherwise the shot is lost.
15. If a unit has a special rule that allows it to fire at multiple targets in the Shooting phase, the unit may declare a charge against any of those targets in the Assault phase.
16. Rules that allow a model to shoot more than one weapon in the shooting phase also apply to shooting attacks made in other phases of the game, such as overwatch and using the Intercept special rule, unless .

17. If a unit elects to Run and/or Turbo-boost, then all models in the unit must forego their shooting to do so. It is perfectly fine for some models in a unit to Run while others Turbo-boost
18. Template and blast weapons, and any other attacks or special rules that don't roll To Hit or would automatically affect units (other than those with the Beam subtype), ~~or hit automatically (e.g. Imothek's Lord of the Storm special rule)~~, also affect Zooming Flyers and swooping FMC's ~~and Swooping Flying Monstrous Creatures~~. This is true even if the attacking unit has the Skyfire special rule. ~~Where Flying Monstrous Creatures are concerned, template and blast weapons can affect a FMC as long as they have the skyfire special rule and are not required to snapshot due to other causes than 'hard to hit'.~~
19. Vehicles and models hit by a blast weapon that are completely out of Line of Sight of the firing unit are still affected normally by the blast and can be removed as casualties. Note that for Template weapons, models completely out of LoS of the firing unit can be hit by a template weapon and add wounds to the wound pool for the shooting attack. However, unless the template weapon does not require LoS, then models completely out of LoS of the firing unit cannot have unsaved wounds allocated to them, and so cannot be removed as casualties. Similarly, a template cannot affect vehicles that are completely out of the firing unit's LoS either (unless the weapon does not require LoS, of course).
20. Where shooting with a unit would invoke the Multiple Barrage rule, only weapons within range of the target can add their shots to the multiple barrage. Any model that doesn't have the range cannot fire.

ASSAULT PHASE

1. Damage or wounds caused by overwatch follow the normal rules for wound allocation unless otherwise stated (so Wall Of Death cannot remove models that are out of LOS for instance even though it's an automatic D3 hits)
2. Charging models that roll enough charge distance to reach enemies behind (difficult) terrain are assumed to be in "base contact" even if a piece of terrain prevents them from actually touching bases. This also counts in the case of multiple levels. It is not enough to block the space on a given level to stop a unit from charging. If the distance rolled is enough, the charge will proceed regardless of whether models can be physically placed in B2B contact. In such cases, simply move the charging model(s) as close as possible and treat those models that could have made base contact and could have ended up as engaged as if they had. ~~Work out consolidation moves from the tentative position instead of the actual position of the models.~~
3. It is never possible for a single model of any kind to perform a multiple assault.
4. A lone character charging in and issuing a challenge can be hit by all engaged models even if the challenge is accepted.
5. A model with the Look out Sir! ability cannot re-allocate a wound to a model engaged in a challenge.
6. A model locked in a challenge is still considered an engaged model for other models within 2. They may therefore strike through the challenger/challenge.
7. A character who has refused a challenge can have wounds allocated to him normally following the wound allocation rules.
8. A unit may opt not to consolidate at the end of a given combat. If they choose not to all models in the unit are left in their exact positions.
9. If a unit chooses to make a Consolidation move all models in the unit must end their movement 1" away from all enemy models. This means that if a unit chooses to make a Consolidation move it must end the move 1" away from all enemy models and vehicles,, including those it may have just attacked in close combat.
10. When a unit is fighting a multiple combat against a (non-walker) vehicle and another non-vehicle enemy unit, models must make a pile in move if it will bring them into B2B contact with an enemy that can be

locked in combat or if it will bring them within 2" (6" vertically) of an enemy that can be locked in combat. This might mean that even though you charged the vehicle, you are unable to allocate any hits to it in that combat phase.

11. Models that were engaged in a multi-assault that included a vehicle and at least one non-vehicle unit may consolidate at the end of a given combat.
12. Models may make use of the Jink special rule when targeted by Overwatch shooting.
13. Our weapons are useless only ever applies when a unit loses combat.
14. Wall Of Death applies even when a unit is under the effect of the Invisibility Psychic Power.
15. The Precision Strike special rule doesn't apply when the bearer of such a weapon is currently involved in a challenge.
16. Units locked in close combat that find themselves no longer engaged because of an opponents abilities or actions, such as gate of infinity, dark apotheosis or veil of darkness, immediately consolidate d6 inches after the action or ability has taken effect.

MORALE

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

UNITS AND UNIT TYPES

GENERAL

1. Jet Pack models can disembark from any vehicle and still move 2d6" in the Assault phase provided they don't actually declare an assault.
2. Units composed of mixed model types such as Jetpack, Jetbike, Bike and Infantry, may perform movements per their individual restrictions. This means that in a unit composed of Jetpack (or Jetbike) and Infantry models, the Jetpack (or Jetbike) may make an assault phase move, but must remain in coherency with the unit. Similarly, in the shooting phase models with the ability to turboboost may do so even if they are joined to units who are unable to. The unit may then run or remain stationary, and all models must remain in coherency. Note - you may not turboboost or run with some models in a unit and fire with others.
3. An infantry unit containing a model with the bike unit type may be pinned, but cannot go to ground voluntarily.

ARTILLERY

1. When an Artillery piece is targeted and affected by 'sweep' attacks such as those from ~~a Necron Overlord in CCB, DE Bladevane Attacks or~~ Slash Attacks from Screamers in the shooting phase, use the majority toughness of the crew models to resolve the attacks.

2. When an Artillery piece suffers from the Soul Blaze special rule, use the majority toughness of the crew to resolve its effects.
3. Any special means to wound from a shooting attack, like with the monofilament rule, uses the characteristics of the crew, unless the characteristic involved uses toughness, in which case the toughness of the artillery piece is used.

BIKES AND (ELDAR) JETBIKES

1. Where Line Of Sight is concerned, trace it to or from the rider or any part of the bike itself.
2. The Eldar Jetbike 2D6 assault move follows all the restrictions for thrust moves. An Eldar Jetbike unit that was not locked in combat or does not declare a charge can move up to 2D6" in the Assault phase, even if they have shot ~~or turbo-boosted~~ in the preceding Shooting phase or arrived by Deep Strike that turn. When Eldar Jetbike units move in the Assault phase and do not charge, they 2D6 move and follow all the relevant rules just as they would when in the Movement phase regarding dangerous terrain and so on.

VEHICLES AND MOVING

1. Turning on the spot and pivoting is fully part of a vehicle's movement and it is perfectly legal for a vehicle to "gain" some movement this way, or pivoting from reserves while not yet fully onto the table.
2. A vehicle is not able to move laterally: it must pivot and then move forward or backwards. Beware you cannot normally pivot above other models if you're not a skimmer or a vehicle in tank-shock mode
3. If a vehicle fails a dangerous terrain check, it is immediately immobilised where it tried to enter the piece of terrain that forced the dangerous terrain check. The actual distance moved (as opposed to the distance initially declared) is used to determine the speed of the vehicle for firing vehicle weapons or passenger weapons.
4. Vehicles that are automatically immobilised upon arrival on the table do not lose a hullpoint.
5. Vehicles do not test for dangerous terrain when they only pivot during their movement phase.
6. When entering the board near from a corner, take care not to have any part of the hull actually entering from a short table edge.
7. Skimmers, and all other vehicles, take terrain tests as soon as any part of their hull would end up over or in a terrain feature; **except when they are only pivoting of course.**

VEHICLES AND DAMAGES

1. When a transport vehicle explodes, only armor and invulnerable save may be used by embarked models. Cover saves apply for models that happen to be within the 'explodes' radius.
2. When a transport vehicle suffers an 'explodes' result passengers must be placed wholly inside the area of the table that the vehicle's hull previously occupied and are NOT allowed to have parts of their base outside the original hull (Any models that cannot fit entirely within this area or are within 1" of an enemy model are removed from play as a casualty).
3. Models disembarking because of a Wrecked effect (5) cannot do so on the vehicle's hull.
4. Damage vs vehicles is resolved sequentially. Meaning that multiple weapons destroyed results in the same shooting attack will cause an immobilised result, or multiple immobilised results will cause an additional hullpoint to be lost. As a general rule, when a vehicle is damaged several times at the same time, roll all

the dices and apply each and every result rolled for on the damage table and not only the highest one. In case of a "Wrecked" result from loss of Hull Points and a "Explodes" result from a penetrating hit happening at the same time, or in case of several "Explodes" results happening at the same time, apply the effects of only one "Explodes" result.

5. An embarked unit from an exploding transport vehicle counts as having disembarked in all regards even though they are 'placed' where the vehicle used to be. This unit can't assault unless the vehicle that just exploded was also an assault vehicle. Any unit that shot at the transport before it exploded may now charge the previously embarked unit.
6. Vehicles hit by a blast weapon, but completely out of Line of Sight of the firing unit, are affected normally by the blast.
- ~~7. Vehicles can make use of the jink USR even if they become immobilised.~~
8. Players must agree on what facing potential firing models that are split between a particular vehicle's facings are in. For example, if a single model is split in-between side and front facings, players must establish and announce which facing will be subject to an impending attack. If players and judges cannot agree on a clear facing, randomize which facing a particular shot will be hitting. Note that this does not necessarily apply to transport vehicles split between facings, as passengers may fire from any eligible point on a transport vehicle.

EMBARKED UNITS

1. Models disembarking because of a Wrecked vehicle result cannot do so on the vehicle's hull but must emergency disembark touching any part of the vehicle's hull.
2. Note that when a unit performs an emergency disembarkation in the opponent's turn it is free to act as normal in its own following turn, but keep in mind it is still bound by all normal disembarkation restrictions and that said unit can only charge in the subsequent phase if their transport was also an Assault Vehicle.
3. When firing from a vehicle firepoint, consider the firing models to have their torso above the roof so LOS is measured approximately 1/2 an inch from above the vehicle's roof above the firepoint surface. We recommend players to bring the torso models provided in the transport vehicle sprues in order to solve easily and quickly any LOS issues that may arise with embarked units.
4. Units inside transports that fail a dangerous terrain test need to take a LD test to see if they will snapshot next turn.
5. Passengers of a vehicle are not affected by the subsequent effects of "shaken" or "stunned" if the damage is canceled when the vehicle suffers the damage.
6. Relentless models that are firing from a vehicle that moved at Cruising Speed in the preceding movement phase may only fire Snap Shots.
7. For the purposes of emergency disembarking, the table edge is considered to be impassable terrain.
8. When disembarking from Skimmers players should Ignore the flight stand a skimmer rests upon for purposes other than charging or ramming. Instead, use the following clarifications for disembarking from skimmers. This only applies to models on traditional flight stands, not to the newer oval base type designed for fliers. Open Topped Skimmers - When disembarking from Open-topped skimmers, all of the vehicle is

considered to be an access point. Place your model in base contact with the vehicle's silhouette projected onto the ground, ignoring the vertical height of the vehicle. Next, complete the disembarkation move as per normal rules assuming the vehicles silhouette projected onto the ground is its hull. Where Skimmers with defined Access Points are concerned, when disembarking from a non-open topped Skimmer which such defined access points (such as the Wave Serpent, Falcon, and Devilfish), ignore the vertical height of the model and place the disembarking model in base contact with the access point, or where it would be projected onto the ground if a line was drawn straight down from it. Next, complete the disembarkation move as per normal rules.

VEHICLES AND ASSAULT, TANK-SHOCK & RAMMING

1. A ramming/tankshocking vehicle that moves through difficult terrain will have to take a dangerous terrain test as normal. The ramming/Tankshock move ends if the vehicle move reaches the table edge.
- ~~2. A vehicle can't tank shock or ram by moving laterally or backward. Units standing in the way of the tank during its initial "rotation on the spot" do not count as tank shocked but do have to move out of the way by the shortest distance possible.~~
3. Resolve each tank-shock from squadrons for each vehicle separately as you would when proceeding to moving the vehicles.
4. Tank-shock can result in affected units losing their squad coherency: only the models that would end-up under or within 1" of the tank's final position can be moved during this particular move.
5. In tankshock, after declaring the distance and pivoting the vehicle resolve all of a particular tankshock's possible effects before actually moving the vehicle.
6. When a tankshocking vehicle ends its movement within 1' of an enemy model, this model does not have to move **as long as it doesn't end up underneath the vehicle's path. The enemy model is required to move 1" away in its next movement phase, following the normal rules for movement.**
7. A Tank's initial pivot when "aiming" is not considered part of the Tank Shock. As models may not be displaced by the initial pivot this limits a Tanks ability to Tank Shock when it is surrounded by enemy models. A vehicle can't tank shock or ram by moving laterally or backward.
8. A tankshock cannot be performed the turn a vehicle makes use of the Deepstrike rule.

VEHICLES SHOOTING

1. Where LOS vertical angles are concerned, consider that guns can swivel by 22,5° up or by 22,5° down.
2. When firing a twin-linked weapon, LOS needs to be traced from one weapon barrel, not both.
3. In order to use a searchlight, a vehicle must be able to fire at least one weapon in the concerned **shooting** phase.
4. Power Of The Machine Spirit cannot be used by a vehicle to fire one weapon at its full Ballistic Skill if the vehicle can only fire Snap Shots (or cannot fire at all) during a given Shooting Phase (due to being shaken, having moved at Cruising Speed and the like).
5. When determining cover saves from a vehicle firing, portions of the target unit that are not within the LOS angle of a vehicle's weapons are ignored.
6. **Weapons which are considered hull-mounted have a 45 degree firing arc both horizontally and vertically which is measured from the mounting point of the weapon as if the weapon was pointing straight forward. This is to avoid differences in how weapons are modeled and to prevent move-able weapons**

from being adjusted during game play. The 45 degree arc is a total measurement, which means 22.5 degrees up, and 22.5 degrees down, and the same for side to side.

VEHICLES CHARACTERISTICS

1. All vehicle bought wargear such as Dozer blades, Hunter-killer missiles, Ork Roll, ... are considered to be part of the hull.
2. Dreadnought twin-linked autocannon weapons are considered to be able to draw LOS at a height of approximately just above a rhino's roof.
3. The 'petals' of a drop pod are not taken into account for disembarkation or cover purposes.

SKIMMERS

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

CHARIOTS

1. Units or models embarked on a chariot are affected by terrain tests as far as initiative in assault is concerned.
2. Any Character embarked upon a chariot will lose it's Independent Character status and will no longer be able to join units or perform Heroic Interventions.
3. A chariot that Jinks will not confer the Jink Special rule to wounds that are taken on the rider.
4. When firing at a chariot with Graviton weapons, the opponent allocates the hits to either the rider or the chariot after which one can proceed to roll to wound vs the Rider's armour save or to glance/immobilize on a 6 according to where the chariot's owner directed the hits
5. Shooting attacks (e.g. Necron Abyssal Staff), Psychic shooting attacks (e.g. Psychic Shriek) or abilities/wargear (e.g. Obsidian Orb) that do not roll for armor penetration (e.g. because they use Leadership values as reference value to resolve wounds or effects) can only be resolved if the hit is allocated to the rider. If the hit is allocated to the chariot, it will have no effect on the model.
6. Since chariots can be locked in combat, end of combat pile-in and consolidation moves do apply even though it is a vehicle.
7. Riders of open topped chariots will be affected by the No Escape rule.
8. Chariots of any kind can never pick up the relic.
9. When manifesting psychic powers, a Chariot Rider is still considered to be embarked upon a transport. This means the Rider can only attempt to manifest Witchfire powers. If a Chariot Rider suffers a Perils of the Warp result while manifesting a psychic power, all effects from the Perils of the Warp table are allocated to the Rider.
10. A player with a Chariot with Rider that has the IWND special rule must choose whether the Rider or the Chariot will be attempting to get back a wound/hullpoint at the end of their turn.

11. When chariots are involved in a challenge, the outside forces rule applies both to wounds and armour penetration rolls that would apply to the chariot alike. Neither can be attributed to the chariot model by any other model than the challengee as long as there are outside forces in play.

FLYERS

1. Flyers weapons, **other than those designated as turrets**, are always hull-mounted and have a 22,5 degrees downward and upward arc of sight starting from a horizontal plane from the weapon's mount. Targets cannot claim cover saves from restricted LOS angles. Always assume a Flyer's base is positioned flat and horizontally on the ground when shooting, whatever the actual model position is or how it is modeled on its flying stand. For example: a helldrake's baleflamer and hades autocannon are always considered to be mounted facing out from the vehicle's front arc and parallel/horizontal to the table for determining LOS/shooting arc of fire.
2. A Flyer is considered to have left combat airspace as soon as one part of its hull reaches beyond the table edge. **As such, A Flyer cannot end its movement with part of its hull hanging off the table as it will have entered ongoing reserves, but of course only if it is legally allowed to do so.**
3. A deep striking Flyer is considered having moved at combat speed.
4. A flyer affected by a "Crew Stunned" result while in hover mode cannot enter Zoom Mode in its next Movement Phase.
5. Flyers can be targeted and affected by 'sweep' attacks such as those from a Necron Overlord in CCB, ~~DE-Bladevane Attacks~~ or Slash Attacks from Screamer.

FLYING MONSTROUS CREATURES

1. A template or blast shooting attack with Skyfire can hit a Swooping FMC **except if the firing unit is required to snapshot for other reasons than 'hard to hit'**. If the blast would scatter on a ground unit, that unit is hit normally, and units on the ground under the template are hit normally as well. Likewise, blasts aimed at ground units can hit FMC's when scattering.
2. When deepstriking, FMC's cannot change their facing after the scatter roll in the turn they arrive.
3. FMC can leave combat airspace with a run move. FMC are considered to be leaving the table as soon as they touch a table edge and have remaining movement.
4. A FMC that is pinned will revert to Glide Mode automatically at the start of their turn in addition to all the other effects of being pinned.
5. FMC's can be targeted and affected by 'sweep' attacks such as ~~those from a Necron Overlord in CCB, DE-Bladevane Attacks or~~ Slash Attacks from Screamer.
6. **Swooping FMC's that fail a desperate allies test move the minimum distance of 12" and cannot pivot during that move. If a model cannot perform this move it reverts to glide mode and does not move instead.**
7. **When making use of Vector Strike with a FMC, ignore the wings from the model but use any part of the body (arms, legs, head, torso, ..) or the base to determine which unit was flown over.**

CHARACTERS

1. An Independent Character with the Infiltrate special rule does not confer the ability to a unit it/he/she joins prior to deploying the unit.
2. When an Independent Character is part of a unit, and that unit is wiped out by shooting or close combat, the character still acts as if he was an integral part of that unit for the remainder of that phase.

3. An Independent Character can be deployed joined to a unit inside their transport vehicle with them, provided he would be allowed to embark onto the vehicle during the game. An Independent character joining an embarked unit needs to embark as well in order to achieve this.
4. An independent character (like a SM Chapter Master) joining a unit with barrage weapons will be part of a multiple barrage when he decides to use his barrage weapon in conjunction with the unit. The shooting player MUST decide and announce which weapons he is using prior to rolling any dice. The model with the weapon closest to the targeted unit will decide which of the weapons to use for the initial blast if multiple types of blast, or blasts with different profiles can be shot.
5. An Independent Character that cannot be Pinned/Go to Ground may not join a unit that is currently Pinned/has Gone to Ground.
6. Look Out, Sir attempts may be made against Destroyer weapons. Unlike normal Look Out, Sir attempts, these reallocate the Destroyer hit (as opposed to a wound), and are made before rolling on the Destroyer Weapon Attack Table.

GARGANTUAN CREATURES

1. Gargantuan creatures are still restricted to firing two weapons in the shooting phase even though they may shoot each weapon at a different target.

BATTLEFIELD TERRAIN

GENERAL TERRAIN ISSUES

1. The default distance between two levels of a building/ruin is 3" unless players agree otherwise when discussing terrain in the pre-battle setup.
2. A model can only ever be deployed or end its move in impassable terrain if it is a Skimmer, Jetbike, Flyer, FMC or Jump/Jet Pack. In these last cases, models must be able to stand on the impassable terrain feature out of their own accord. If it is not possible to balance them correctly these models may not enter the impassable terrain.

DIFFICULT AND DANGEROUS TERRAIN

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

RUINS AT THE ETC

1. Treat the base of a Ruin as battlescape terrain (providing a 5+ cover save) that counts as difficult terrain. If the ruin has no base then the ground floor counts as clear terrain.
2. Only infantry, cavalry, bikes, beasts, jetbikes, skimmers, jump, jetpack, walkers and monstrous creatures/flying monstrous creatures can go up the level from a Ruin and can do so only if they can be placed physically on the spot. If a model cannot be placed secure and without being in danger of falling or topple over it cannot move unto that spot. Wobbly Model only applies to places where a model can fit physically but where balancing the model might be problematic due to shape or make of the terrain piece in question. For example, it does not allow situations where a model is able to fit halfway through a wall or balancing on top on a spike on a building because you can't "delicately balance it in place" in that position.

3. Jetbikes, skimmers, jump and jetpack models treat ruins as dangerous terrain. Moving such models in a ruins use a direct 3D measure of the distance between the start point and the end point.
4. Coherency in ruins between levels is measured from base of a lower model to the base of the upper model with a coherency of 6 inches.
5. It is acceptable to move through walls of a ruin as long as the model is not finishing the move in the middle of a wall and can physically be placed at the intended spot at the end of its movement.
6. Blasts and template weapons only hit one level of a ruin. Announce which level you are firing at before rolling to hit. Consider the final position of the center of the blast marker to determine which level is hit.. If the center of the blast marker would end up halfway on two levels, the lower level is hit instead.
7. Barrage weapons always hit the highest level under the hole of the marker (after scattering).
8. Template weapons hit one level of a ruin. Models can fire a template weapon on the same level or one level up or down from their position. Flyers and FMC can choose which level they hit with template weapons..
9. In the assault phase, models on one side of a ruin wall are considered in base to base with models located directly on the other side of that wall. Initial LOS is still needed to get the charge off, but after that just consider if a model is engaged or not for it to be able to fight. Models not physically able to get in B2B because of obstacles such as terrain will still be considered as being in B2B for all rules purposes. Likewise, if charge distance rolled would be enough to engage enemy models but there would be no way to fit the models in B2B physically, the models would still count as being in B2B and the charge would be successful.
10. When Assaulting in multiple level ruins, models must account for horizontal and vertical distance. If a model charges a target 2 inches away and one level above or below its current position (let's assume 3" high level) the minimum charge range would be 5 inches - 2 inches of horizontal movement, and 3 inches to change a level. Specific units (like Jump units) may circumvent this as long as they adhere to all restrictions regarding their unit type (not having used the jumpack in the movement phase, taking dangerous terrain tests and so on).

PREPARING FOR BATTLE

CHOOSING YOUR ARMY & ETC RESTRICTIONS

1. Codex: Tau Empire, Farsight Enclaves detachments and Codex: Tau Empire detachments may ally together as Battle Brothers.
2. A Black Legion and Crimson Slaughter Detachment uses the CSM ally chart and may ally with any CSM Detachment as Battle Brothers.
3. Imperial Knight, Legion Of The Damned, Inquisition Detachments and similar unique detachments are detachments like any other (combined arms detachment, ally detachment etc.) and gain or lose command benefits as mentioned in their rules.
4. If a Detachment states specific units that have to be taken for it, these are the only unit available. No units that are normally unlocked or available outside of a FOC (like a necron royal court) are freed up when taking a Detachment of this kind. Similarly, when a Detachment offers access to specific warlord traits or relics, these will only affect and be available for the Detachment in question, unless specifically mentioned otherwise.

MISSIONS, OBJECTIVES AND SCORING

1. Mysterious Objectives will not be used at the ETC.
2. When rolling for Warlord traits, due to how the ETC missions are made up, trait number 5 from the Tactical tree is not in play at the ETC. A player is allowed to reroll all instances of rolling a 5 on that tree until the requirements of generating a warlord trait are met.
3. Even though objectives cannot be placed inside a building initially while deploying, an objective marker (the Relic) may be embarked inside during the game.
4. The relic is picked up at the end of the movement phase. A model needs to have moved in that phase to actually pick it up. Units locked in combat can hence never pick it up. Also note that one can only hand off the relic to another model in subsequent turns and not in the turn where it was actually picked up.
5. The only situation where the relic might physically move more than 6' is when embarking or disembarking from a vehicle/building, or when passing it on to another model. Once a model picked up the relic, the relic counter is to be placed on/near its base to remember he is the carrier. He must drop it before someone else picks it up or pass it on to a friendly model to change carrier.
6. As The Relic is an objective marker, it can be contested by other units within 3" of it.
7. Objective markers used should be 40mm in diameter, the size of a standard poker chip. To measure distance to the objective, measure distance to the closest part of the marker.
8. If first blood is scored by two opposing players at the same initiative step in a close combat, both players get the points for first blood.
9. Scoring units in their transports will claim objectives as per normal. Measure range from the hull of the transport. Embarked units that have the Objective Secured special rule within range of an objective will need to be contested by another unit with the Objective Secured special rule in order to stop them from claiming.
10. For the purpose of scoring Tactical Objectives and destroying multiple units, consider each Independent Character as a separate unit, even if it was attached to a unit. When trying to achieve Witch Hunter, you score it when you completely destroy a unit that has at least one model with the Psyker, Psychic Pilot or Brotherhood of Psykers/Sorcerers special rule.
11. Once a player has achieved a tactical objective card from their deck, it is discarded from their deck. After all Tactical Objectives that have been achieved are discarded, the player whose turn it is can select one of his remaining Active Tactical Objectives (if any) and chose to discard it – this scores no Victory Points. Once a player has discarded Tactical Objectives they cease being Active for that player (and for that player only) and they cannot generate or achieve these objectives for the remainder of the game.
12. In the odd situation where a tactical objective could potentially be fulfilled depending on a choice the player makes (like when you're supposed to destroy a FMC but your opponent can only have one if he decides to summon one with a malefic power he has) rather than depending on a diceroll in the game (like when the FMC will come in from reserves), the Tactical Objective Card can also be discarded.
13. The Witch Hunter Tactical Objective is achieved when any model with the psyker special rule is removed from play (like an Eldar Warlock) even though that specific model would not give up a Killpoint when being slain.
14. Conjured units retain their battlefield role . A Fast attack option conjured in this way will be worth an additional VP in missions like the Scouring for instance.

15. For Maelstrom of War mission purposes, objectives number are always determined by the order they are placed on the battlefield (eg. 1st objective placed is objective #1, etc). Except for Mission 3, where number 1 and 2 are used as your Emperor's Will Objectives.

MISSION SPECIAL RULES AND CHOOSING YOUR ARMY

MISSION SPECIAL RULES CLARIFICATIONS

1. Units or models arriving from (ongoing) reserves that are unable to move onto the board because of terrain or enemy models blocking their path count as destroyed unless they are able to complete their move and remain more than 1" away from enemy models, all the while following all the normal rules for movement. In such cases where a unit can only partially move onto the board, proceed to place as many models on the table as can do so following all the normal rules for movement. Models that cannot be placed like this are removed as casualties. The owning player gets to decide which models to place on the table in instances like these.
2. Units do not immediately move on from reserves at the start of the turn, but do so at the start of the movement phase. As a consequence, any start of the movement phase abilities cannot be used, but start of shooting, assault or psychic phase abilities can be used freely.
3. The relic can never be picked up by chariots or models on chariots.
4. Any Warlord traits referring to Mysterious Objectives must be disregarded and do not count for the purpose of generating Warlord Traits.

UNIVERSAL SPECIAL RULES

UNIVERSAL SPECIAL RULES CLARIFICATIONS

1. Cover saves and Invulnerable saves apply normally vs weapons with the Graviton Special Rule. When determining what is required to Wound units with a mixed armor save using a Graviton weapon, use the majority armor save. Where there is an equal number of majority armor save types, use the highest available armor save for the unit (synonymous in this case with the worst armor save), even if this means rolling to wound against an armor save of "-". For example, if there are four models with 2+ saves, and four models with 4+ saves, the majority armor save is a 4+.
2. A player with a Chariot with Rider that has the IWND special rule must choose whether the Rider or the Chariot will be attempting to get back a wound/hullpoint at the end of their turn.
3. When a model or unit making a Hit & Run move encounters an obstacle it cannot normally move through, including the edge of the board, it stops moving instead. Remember that jet pack and jet bikes units can move over all other models and all terrain freely, and so can jump units as long as they did not already use their jump packs this turn.
4. A unit using Hit and Run while within 1 inch of enemy units it is currently not locked in combat with can still opt to hit and run but must use the move to move 1 inch away from all enemy models. A unit starting in coherency that would be forced to break coherency during this hit and run move cannot do so and remains locked instead. A unit currently not in coherency may hit and run but must move into coherency in ensuing phases for as far as possible (this includes run, turbo-boosted, jetbike assault moves and the likes). Note that this means no characters can voluntarily split off from the unit until the turn after in which coherency was restored.

5. When deep-striking unit with oval or differently sized bases, remember that you must still maximise the number of models in each circle in every case.
7. Units can only make use of the deepstrike rules from ongoing reserves as long as they started the game in Reserve. A unit placed in Ongoing Reserves because of a Deepstrike Mishap will arrive from Ongoing Reserves using the Deepstrike Rules in the next turn.
6. When deploying a misplaced deepstriking unit, the opponent can choose the orientation of the models.
7. If a unit rolls a Mislaced result on the Deep Strike Mishap table, the enemy player must place the unit in a location where they would not mishap a second time. If no such location exists, the unit is placed into Ongoing Reserves.
8. A model with the intercept rule, or weapons with the intercept rule, can intercept fire with as many weapons as he would be allowed to in the shooting phase. Use all the normal restrictions that apply during the shooting phase, (pick unit, pick weapon, shoot target, work out damage if any, pick next unit, ...), with the exception that special rules and abilities that only apply during the shooting phase cannot be used. Weapons that normally do not require line of sight will still need to see the target as per the intercept rule. The intercept USR cannot be used while embarked on a transport, even if it has firepoints. Models or units firing Intercept count as stationary for the attack, even if they moved in their preceding turn.
9. When redeploying units, either with Scout or by using special abilities (Eldrad, Liber Heresius,...), embarked passengers (if any) count towards all restrictions imposed upon it. The embarked passengers will not be able to charge first turn for instance, and will count towards any redeployment limitations (ie transport and passengers will count for two units).
10. A unit can perform a Vector Strike in the same turn it leaves Combat Airspace.
11. Units containing any model that benefited from the Scout Special Rule are prohibited of charging in the first game turn.
12. Where twinlinked and Blast weapons are concerned, only the initial hit and the 2d6 scatter may ever be rerolled.
13. Preferred Enemy, having a BS of 6 or better, Prescience, Master Crafted and Twinlinked all allow one to re-roll scatter blast rolls. Rerolls that are conditional, like the need of having rolled a 1, or having a variable reroll based on BS, never allow one to re-roll scatter blast rolls.
14. Models and/or units cannot make use of the Deep Strike Special Rule to deepstrike directly embarked unto a building.
15. Smash attack can be used for Death or Glory attacks.
16. Relentless models count as stationary, even if they moved in the previous movement phase, for all rules purposes.
17. When making use of the Split Fire USR, any of the targeted units is a legal target for a charge in the ensuing assault phase.
18. A unit that is being the subject of Overwatch can elect to jink.
19. Units or models with the infiltrate special rule may still decide to deploy normally along with the rest of the player's army or choose to use any other special rules that confer a special type of deployment (like Deep Strike).
20. In the case of Ordnance or Armourbane attacks benefiting from the Tank Hunter special rule, always re-roll both armor penetration dice or none at all. Where Rending applies; always reroll both the original D6 and the D3.
21. A Zooming Flyer that chooses to have the Skyfire special rule and uses Power of the Machine Spirit (PotMS) to fire a weapon at a target other than a Skimmer, Flyer, or Flying Monstrous Creature resolves the attack as a Snap Shot. Likewise, a Zooming Flyer that chooses not to have Skyfire and uses PotMS to target a Zooming Flyer or Swooping Flying Monstrous Creature resolves the attack as a Snap Shot.

22. When a unit comprised of models with different unit types would like to use the scout special rule to redeploy, each unit redeloys following the rules laid out for their respective unit type.
23. Where units benefit from a Preferred Enemy X, the X points out a specific unit type or Faction.

FORTIFICATIONS

GENERAL

1. The Comms Relay upgrade can be used by both players with models within 2" as long as they are unengaged. Bonuses to reserve rolls from the comms relay will apply indistinctly for models in your army regardless of Faction.
2. A Gun emplacement has an arc of fire of 360° and never blocks LOS for the shooting model. LOS is measured from the gun model instead. Gun emplacements may be targeted separately during the shooting phase.
3. A gun emplacement can be shot at and attacked in close combat but charges cannot be directed against it. When a charge vs a unit will bring models into contact with the gun emplacement, it may be attacked with all the bonuses of a charging unit. Otherwise, models have to move in base contact during their movement phase and attacks will be done during the assault phase (no sub-phase). Players are allowed to direct attacks against gun emplacements they bought for their own army and destroy it in the process.
4. Models cannot shoot with a gun emplacement if they don't have a weapon of their own to shoot with (for instance a terminator with TH/SS), or if their BS is 0. When shooting the gun emplacement, it only counts as firing one weapon, so if the model would be eligible to shoot more weapons, it may still do so.
5. In rare cases, a gun emplacement will be able to be used by both players, having models in base contact. Bear in mind that only one model can use a gun emplacement in each phase.
6. Fortifications never count for the purposes of awarding Victory Points or determining when an opposing side is 'wiped out'.
7. If a template or blast weapon hits a unit on top of a battlement, that battlement's building also suffers a single hit.
8. When playing skyshield, bastion and aegis defence line, use the stronghold assault datasheets for them.
9. ~~Fortifications are models, but not units, and never have a specific faction even when claimed, so never count for the purposes of First Blood or scoring VP's of any kind nor can they be targeted by abilities such as Imotekh's 'Lord Of The Storm' or the Warpstorm Table for instance, or abilities that affect "friendly" models like a Venomthrope's "Spore Cloud".~~ Non-building fortifications are neutral models that never have a specific faction and as such can't be targeted by abilities such as Imotekh's 'Lord of the Storm' or the Warpstorm table or any other abilities that affect friendly or enemy models (such as a Venomthrope's Spore Cloud).
10. All fortifications are Citadel scenery models, and as such never ever grant First Blood or Kill Points when destroyed.
11. Fortifications that are buildings may take cover saves granted by terrain or intervening models just like a vehicle would. Treat the building's entire silhouette as it's facing if none is apparent. Gun emplacements may take cover saves granted by terrain or intervening models just like for infantry models.
12. Weapons and special abilities or rules such as Lances, Melta, Haywire, etc all work in the same way against Fortifications unless stated otherwise.
13. Fortifications are deployed like any other model, and can therefore be put in or touching terrain, as long as they can physically be placed there. They cannot be placed in or on impassable terrain or make use of the Wobbly Model Rule.

14. Fortifications do not have a specific faction, even when claimed. As such, the 1" rule for enemy models never applies to them. *As such, a unit is allowed to move/be on top of the battlements of an enemy controlled building.*
15. Fortifications cannot be held back in reserve.
16. *A claimed building is considered to be a unit in the controlling player's army. Therefore special rules and abilities that apply to friendly units/models generally apply to a claimed building. Note however, rules/abilities that apply only to units/models from a particular faction do not apply to a building which is not from that faction. For the purposes of claiming buildings, allies of any type claim a building for the army they were purchased for, regardless of detachments or levels of alliance.*
17. Sections of barricades or tank traps are a maximum of six inches in length while maximally 1,5 inch wide and high.
18. Units failing a morale test while being on top of the ramparts immediately fall back the distance rolled from the nearest ground-level point of the bastions hull. If the bastion was occupied by enemy models, the unit is immediately destroyed instead.
19. Tank traps are impassable terrain to all non-skimmer vehicles. This includes walkers of any kind even though they move like infantry.

SKYSHIELD LANDING PAD

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

BASTION

1. A given unit cannot occupy the battlements and the building at the same time.
2. *When a bastion collapses, the height to the battlement ruins is 6 inches.*

CHAOS DAEMONS

GENERAL

1. *Independent Characters from the Chaos Daemons codex cannot join units from the Chaos Space Marines codex*
2. Just like any unit that is generated/spawned during the battle, a Portalglyph generates a VP when destroyed (in missions using kill points) and counts towards First Blood rules. *A Portalglyph has no specified height, and may literally be represented by a small blast template. We encourage players*

to have a model for it regardless. One may roll to see if the Portaglyph creates a unit the same turn that it is placed on the table.

3. When a psyker (or unit of psykers) is created/generated/spawned mid-game, immediately roll for any randomly generated psychic powers before placing them on the table.
4. Dark Excommunication affects all gifts described in pages 61 to 69 of the Chaos Daemons codex except for steeds. When a unit is under the effect of the Grimoire, it does not lose its bonus or penalty if the bearer is dark excommunicated.
5. Wounds caused by Daemonic Instability are allocated by the owning player, but must be allocated to the same model until it is either removed as a casualty or the wound pool is empty. **Feel No Pain can be used to try and negate the wounds suffered.**
6. When determining the amount of wounds suffered from daemonic Instability, take into account that one's leadership cannot be modified/penalised to be lower than 0.
7. When a Daemon of Tzeentch suffers from a perils of the warp when manifesting a psychic power, he is subject to a +3 Id modifier, up to a maximum of 10, for all Id tests it is required to make because of the casting of that power.
8. Hellforged Artefacts cannot be chosen when conjuring units if they were created pre-game from exalted Rewards in your army list, nor may they be duplicated during the course of the game, even if the original bearer has been slain in the meantime.
9. Warp Tether comes into play in each instance where a model dies, is slain, or is removed as a casualty.
10. Exalted Flamers of Tzeentch cannot be conjured when using Sacrifice.
11. When attempting to manifest Flickering Fire, declare how many warp charges you'd like to expend for which amount of shots (1 for 2d6 shots, 2 for 3d6 shots or 3 for 4d6 shots). This is the amount of successes you need to generate for the spell to go off successfully. If you do not hit the required number of successes the power does not go off and you don't revert to the lesser default value.
12. Warp Storm results that inflict damage on enemy units on a "6" never affect units embarked on a transport or within a building. Always roll to hit for every affected unit on the table even if a rule would normally stop you from being able to target that unit like is the case for templates and blast weapons. For instance, while a FMC would not be able to be hit by a blast weapon, the blast may scatter onto ground units and as such must be resolved regardless.
13. You may determine the type of Daemon unit summoned by the Portalglyph or Warpstorm table after rolling the dice for the # of models generated. These units are treated as part of the Daemon Detachment but do not benefit from Objective Secured.
14. When a unit with the Brotherhood of Psykers/Sorcerers is affected by The Warpstorm Table, a random model from the unit will be affected.
15. When rolling for a model's Daemonic Rewards, Warp-forged Armor and the Unbreakable Hide Greater Reward are not considered to be duplicates and as such are not viable for a re-roll.
16. Where multiple Warpflame stacks apply, keep in mind that a model's Feel No Pain rule can never be improved beyond a 2+ . A roll of 1 always fails.
17. The invulnerable save granted by forewarning is not a set value, as it does not modify a model's save, it grants it another save. As such, a unit can benefit from both forewarning (4+ invul save) and have that save improved by the grimoire of true names for an end result of a 2+ invulnerable save.
18. When resolving the effects of the Warpstorm table, only resolve them vs units that were a viable target when the roll itself was made. Do not roll for units that have to disembark due to resolving the Warpstorm's effects.
19. The Daemonic Possession Warp Storm result affects all psykers on the board. This includes those currently embarked upon transports or occupying buildings as well as Swooping Flying Monstrous Creatures that are also psykers.
20. **Models on a Disc of Tzeentch add +1 Toughness to their profile from Armoured Steed.**
21. **Leadership penalties from the Doomstone apply to an enemy character even if that model is removed as a casualty and later returns to the game via a special rule. If the Doomstone**

- lowers a character's leadership to 0, any special rules that would prevent them from being removed as a casualty or return them to play are ignored.
22. Models affected by either the Contagion or Witsteal special rule will need to take a further Toughness/Initiative characteristic test for each wound they suffer unless the test is passed or the model is slain.
 23. Any time a player directs attacks at enemy characters or MC's with a Staff of Change or Mutating Warpblade, differently coloured dice are to be used for to hit and to wound rolls during a round of combat where attacks at the same initiative step might confound if those weapons actually delivered the killing blow. Create a different wound pool for these weapons to see if Warp Doom or Warp Mutation applies.
 24. A model with the "Blade of Blood" can make use of Rampage even though the weapon is not used in assault. It suffices that he carries it.
 25. ~~The Burning Blood Lesser Reward and Warp Mutation rules do not come into play when a model is under the effect of Mindshackle Scarabs.~~

HQ

1. ~~Fateweaver never generates powers from another discipline than those known and stipulated by his Two Heads Of Fate Rule, and as such has no access to Daemonology.~~
2. Fateweaver's Staff may be used even when Fateweaver is not physically present on the table. Kairos Fateweaver may not re-roll the end-of-game roll, or any rolls that do not occur during a Turn (like Stealing the Initiative,...).
3. When trying to deny a power cast automatically by the Blue Scribes, the DTW attempt needs to cancel as many die as the scribes would have needed to minimally manifest it. The Blue scribes count as a psyker only for the purposes of resolving the scrolls of sorcery and any effects as a result of manifesting the generated power. They do not have a mastery level and never generate warp charges in and of themselves other than by using Spell Syphon. **The Blue Scribes can generate spells from all disciplines in the BRB, even those the Chaos Daemons cannot normally generate spells from (i.e. Sanctic).**
4. A unit affected by the Masque of Slaanesh' Dance of Caging rule must roll a separate D3 each time it attempts to move. The Dance of Caging applies to all types of movement, including, Turbo-boosting and Thrust movement to name but a few. Flying Monstrous Creatures affected by this ability cannot elect to swoop.
5. **When summoning a Bloodthirster via Possession, one can only summon the codex issue Bloodthirster, and none of the variants released through WD Dataslate.**

ELITES

1. The leadership penalty from Disruptive Song is -1, no matter how many Fiends of Slaanesh models are within 12" of the affected unit.

FAST ATTACK

1. Screamers may never make more than 1 attack per assault phase when using Lamprey's Bite even if they charged that turn. **HOW attacks apply as per normal.**
2. **Screamers making slash attacks vs artillery units always use the majority toughness of the crew models to determine the to wound rolls.**

3. Screammers making slash attacks vs chariots must declare if they will attack the chariot or the rider before rolling any dice. All of the slash attacks must be resolved against the nominated target.

CODEx KHORNE DAEMONKIN

GENERAL

1. When Dark Apotheosis or Fury Unbound occurs, or when a model is summoned through the axe of ruin, treat the summoned model as having arrived from Deepstrike Reserves and swooping in case of a DP with Daemonic Flight. The DP cannot change its flight mode for that turn.
2. Benefits bestowed upon the wielder of 'Goredrinker' apply regardless of whether the melee attacks and subsequent casualties were performed with Goredrinker or not.
3. When Dark Apotheosis occurs on a model bearing Goredrinker, reset the wound count on Goredrinker.
4. If your opponents force also contains units with the "blood for the blood god" rule, both players gain blood tithe points simultaneously.
5. If a character with the "blood for the blood god" is slain, but not in a challenge, the Khorne Daemonkin player generates a Blood tithe point.
6. When dark apotheosis and axe of ruin are in play summon both a spawn | daemon prince and a bloodthirster. If a daemon prince is summoned he retains the axe of ruin but if the daemon prince should be destroyed your opponent will get he slay the warlord bonus regardless if another daemon prince is summoned or not. If any of this occurs because of a deepstrike mishap, use the closest point on the table where the mishap was suffered as a reference point.
7. Units summoned via blood tithe don't belong to any detachment and as such never benefit from any detachment bonus.
8. A player with multiple blood host detachments generates multiple blood tithe points at the start of each turn.
9. A daemon prince cannot choose the Juggernaut Gift Of Khorne upgrade.
10. When 'caged fury' from Kor'lath Axe comes into play, the summoned bloodthirster does not make part of the detachment the bearer of the axe came from initially, and will not benefit from any of that detachment's rules. If the model originally carrying the Axe was the Warlord, the Warlord Trait is lost.

CHAOS SPACE MARINES

GENERAL

1. Only invulnerable saves may be taken from self-inflicted wounds caused by a Daemon Weapon.
2. The Twin-Linked Bolter of a Chaos Rhino is treated as a turret.
3. Black Mace toughness tests are to be taken at the end of the assault phase. If casualties from a Black Mace should find an engaged CSM model to become unengaged at the end of the assault phase, it is

still considered to be locked in that combat unless all enemy models locked in that combat were killed.

4. Chaos Space Marine Daemon Prince upgrades apply only to the upgraded Daemon Prince.
5. A Chaos character winning a challenge against a Necron character will roll for Chaos Boon only after his opponent reanimation protocol fails. A Chaos Boon can only be gained after winning a challenge against Celestine where she fails her Miraculous Intervention Test or when she dies a second time.
6. If a character transforms into a Chaos Spawn or Daemon Prince as a result of a roll on the Chaos Boon table, he loses all benefits of previous boons.

HQ

1. A Chaos lord on bike cannot change the bike's bolter for an artefact from the Chaos Armoury.
2. Two Independent Characters with different Marks of Chaos can both join the same unmarked unit.
3. Huron Blackheart knows the primaris power plus a randomly generated spell from the discipline he rolls on due to Hamadrya each turn.
4. A Warpsmith can use a Fire Point to curse an enemy vehicle with the Master of Mechanisms special rule. Treat the curse as a shooting attack for all rules purposes. No saves of any kind can be made against an attack like this.
5. Should Typhus choose to use the Destroyer Hive special rule while involved in a challenge, place the large blast template as described. Wounds suffered this way will first be attributed to the enemy model also involved in the challenge.

HEAVY SUPPORT

1. Defilers knuckles are considered part of its hull as far as measuring distance is concerned.

BLACK LEGION SUPPLEMENT

GENERAL

1. A character can take two or more chaos artefacts that do not actually replace a weapon.
2. A Black Legion Detachment uses the CSM ally chart and may ally with any CSM Detachment as Battle Brothers.
3. A psyker with the last memory of Yuranthos will not benefit from psychic focus unless all his other powers are rolled on Pyromancy.

CRIMSON SLAUGHTER SUPPLEMENT

GENERAL

1. A character can take two or more chaos artefacts that do not actually replace a weapon.

2. A Crimson Slaughter Detachment uses the CSM ally chart and may ally with any CSM Detachment as Battle Brothers.
3. A Psyker model with Prophet of The Voices may generate powers from the Malefic Daemonology tree, and is normally only subject to a perils on the roll of any double 6.

DARK ELDAR

GENERAL

1. The Crucible of Malediction may not be used when embarked in a transport that moves more than 6 inches.
2. As fortifications cannot be held in reserve, units cannot embark on it and use a WWP to deepstrike it onto the field during the game.
3. A model with a Huskblade that causes a wound on a multi-wound model will still only benefit from +1 strength because of soul trap even though the attack causes instant death.
4. In case a unit would fall under the effect of models originating from multiple detachments with the Freakish Spectacle rule, the enemy units would be suffering a cumulative-1 penalty to their Leadership value for each model from a different detachment within range that invokes the rule.
5. A webway portal only applies to units that arrive from Deep Strike Reserve, and not for instance when using Psychic Powers like Gate Of Infinity that use the mechanism to arrive by Deep Strike.
6. When a unit that contains only some models that have the Fearless and/or And They Shall Know No Fear special rules suffers hits from an Archangel of Pain, these hits may still be allocated onto models in the unit that do not have either of these special rules on their model profile
7. Splinter Racks only work for models currently embarked upon a vehicle with said upgrade.

HQ

1. A Court of the Archon can be taken even if no Archon is present in the army list.
2. Urien Rakarth's Master of Pain special rule affects all friendly units within 12" of him, not just his own unit. but only applies to those models that have the Power From Pain special Rule.

FAST ATTACK

1. The fire arc of venom weapons is 180 degrees.

DARK ELDAR – HAEMONCULUS COVENS SUPPLEMENT

HQ

1. A nightmare doll can be used in conjunction with Spirit Probe to allow its bearer to pass a FNP roll on 3+.

CRAFTWORLD ELDAR

GENERAL

1. Herald Of Victory works in conjunction with powers like Gate Of Infinity and the like. Units arriving on the battlefield this way will not scatter.
2. Eldrad cannot be taken in a Seercouncil Formation where the Skyrunner upgrade is in play.
3. Dedicated Transports chosen as part of an Aspect Warhost benefit from the +1 to BS or WS.
4. Farseers that are part of a Seer Council can join other units as per normal as soon as the last Warlock Conclave model dies.
5. A Guardian Battlehost can only ever take a single Heavy Weapon Platform as a free upgrade.

6. Doom does not interact with any D-weapon type as they don't roll to wound. Do not re-roll the D-weapon's effect.
7. Seer of the Shifting Vector only applies if the warlord was already on the board at the start of the game turn.
8. When a Solid Hit from a destroyer weapon is downgraded to a glancing hit by a Serpent Shield, do not apply D3 hullpoints damage. The vehicle loses one single hullpoint instead.
9. The auxiliary spirit stones are not part of the hull of a wave serpent variant gravtank.
10. Check the template section at the bottom of this document for the Serpent Shield's Fire Arc.
11. Wounds from the Mind War psychic power are subject to LOS attempts as for any shooting attack.
12. A Dark Reapers Exarch can use his Fast Shot ability in conjunction with gun emplacements, and as such would fire two shots with the Icarus Lascannon as an example. Same applies to grenades.

HQ

1. Baharroth cannot make use of his Swooping Hawk Wings while attached to a unit that is not also wearing Swooping Hawk Wings.
2. Where Deny The Witch is concerned, Runes of the Farseer only applies when the Farseer or his unit is the direct target of a psychic power.
3. Farseers can not use their ghost helms to counter the perils from Mind Strike Missiles or Condemnor Boltguns since they happen in the shooting phase and warp charges are only available in the psychic phase.
4. A Ghost Helm can only be used by a Farseer to negate a wound suffered from POTW, never to negate the effect caused by that POTW. The Ghosthelm cannot be used when the farseer fails his LD check in the case of a (1) Perils result for instance, would still lose a power in case of a (2) result, and so on ... When a warpcharge is expended to ignore a wound from perils this way, it is always a warp charge from the warpcharge pool that is left, and not one that was just used to manifest a power. In addition, when a Power Drain result is rolled, check remaining warp charges after working out the results of the power drain.
5. Characteristic bonuses from Unquenchable Resolve apply to Fuegan's profile regardless if he is subject to the effects of Renew or similar abilities
6. The penalty to leadership from Jain Zars War Shout does not stack with those from a banshee exarch. Apply the penalty once regardless of how many models or units have war shout.

TROOPS

1. The penalty to leadership from a banshees Exarch War Shout does not stack with those from Jain Zar. Apply the penalty once regardless of how many models or units have war shout.

FAST ATTACK

1. Warpspiders can make use of their Flicker jump special rule every time they get selected as a target of a shooting attack. Flicker Jump cannot be used when targeted by overwatch shooting:
2. Swooping Hawks that have Gone To Ground cannot use Skyleap.
3. The penalty to leadership from Mindshock pods does not stack. Apply the penalty once regardless of how many hemlock wraithfighters are in range.

CODEX HARLEQUINS

GENERAL

1. Kiss of Death applies even when a Harlequin is using other weapons in melee.

ASTRA MILITARUM

GENERAL

1. Heavy weapons teams are to be based on 60mm bases. Check LOS from the model crewing the weapon.
2. Lasgun Arrays follow the general rules for shooting a weapon. They cannot be destroyed by a weapon destroyed result and do not count towards the maximum amount of weapons the vehicle can fire in a turn. Lasgun Arrays can't be used in a turn a vehicle moves flat-out.
3. Models and Ic's attached to AM units can benefit from any orders given to an AM squad.
4. Feel no Pain does not apply to Summary Execution.
5. When two or more commissars are in a unit when Summary Execution comes into play, none of the commissars are eligible to be targeted by it.
6. The Augur Array applies to the AM detachment and their allies only.

HQ

1. Tank commanders are characters but can not take advantage of look out sir ~~or issue or accept challenges.~~
2. Yarrick may be your army's Warlord even though he himself is a Senior Officer. All other restrictions of Chain Of Command still apply.
3. A Tank Commander may be your Warlord.
4. When commander Pask's battle tank is removed as a casualty, you can score first blood and slay the warlord, but to obtain a victory point for the mission, the entire squadron must be removed.

TROOPS

1. ~~Dedicated transports selected for units belonging to a platoon are also considered part of the platoon just like the unit they are assigned to.~~

FAST ATTACK

1. When firing with the Devil Dog melta canon, check the range for the melta rule to take effect taking into account the distance after resolving any scatter.

HEAVY SUPPORT

1. The Manticores main weapon has 45° arc of sight and fire. It's Storm Eagle Rockets are considered to be part of the hull. Manticore rocket counts as a separate weapon only in the context of determining Weapon Destroyed results, and not for instance when interacting with Power of the Machine Spirit.

MILITARUM TEMPESTUS SUPPLEMENT

GENERAL

1. A Militarum Tempestus Detachment is part of the Astra Militarum faction and uses the Astra Militarum ally chart.

SKITARI

GENERAL

1. When a unit suffers a wound on a 6 from a Radium Jezzail, both wounds are worked out at AP2. The same reasoning applies when the wound on a 6 would have another special rule like Rending.
2. A character with the Dunestrider special rule will not confer it onto a squad he joins if they didn't already have it.

CULT MECHANICUS

GENERAL

1. When a Kastelan Robot deflects a shot, the unit that fired it suffers an immediate hit resolved with the Strength and AP value and special rules of the hit that was originally allocated to the Kastelan Robot, even if the unit where the shot originated from is currently embarked. Apply such hits randomly and proceed to wound allocation and saves regardless of Line Of Sight, just like you would resolve SMS shots.

NECRONS

GENERAL

1. The Necron Decurion Detachment is a special type of Detachment that can be included in any ETC list as a single source Detachment even though it exists out of several formations. There is no limit on the amount of specific formations included in a Decurion Detachment except where stated so.
2. A Canoptek Harvest Decurion Formation can only ever contain 1 single Canoptek Spyder.
3. Reanimation Protocol rolls subject to (multiple) modifiers still fail on any roll below 4.
4. Only one Artefact of the Aeons may be taken per model.
5. When "Quantum Shielding" and the "Lance" universal special rule would interact; the lance rule takes precedence.
6. It is impossible to reembark unto a nightscythe.
7. Models from a "Datasheet - Reclamation Legion" Detachment; specifically Dedicated Transport vehicles and/or Monoliths that are chosen as part of it; benefit from the "Move Through Cover" universal special rule, and thus automatically pass dangerous terrain tests (such as from deep striking into or beginning/ending movement in difficult terrain).
8. A Necrons Repair Barge Rule cannot affect units currently embarked in other vehicles than the barge in question.

HQ

1. Modifiers to Reanimation Protocols like from multiple models with the technomancer special rule stack; and multiple modifiers like the one for instant death apply as per usual with the sole difference that a reanimation protocol can never be improved more than to 4+. Any roll less than 4 is regarded as a failure.

2. Orikans Master Chronomancer rule does ~~not~~ extend to models from the Canoptek Harvest Formation. Treat all affected models as having the RP Special Rule. ~~as they effectively benefit from a RP roll without actually having the RP special rule.~~
3. A chariot that Jinks will not confer the Jink Special rule to wounds that are taken on the rider.
4. Zahndrekhs counter tactics apply to all enemy units currently within 24 inches regardless if they are currently an ally or not.

FAST ATTACK

1. Wraiths and CTan are still subject to the initiative 1 penalty when charging through difficult terrain as part of a charge move. As such; models with the "Wraithflight" and "Immune to Natural Law" special rules are not able to charge through buildings.
2. When models with a nebuloscope would use a gun emplacement, the nebuloscope rule also applies to the shots fired with the gun emplacement weapon.
3. The +3 to initiative from whip coils never applies for Sweeping Advance rolls, but can be used when making a hit & run move.

ELITES

1. Deathmarks cannot benefit from Ethereal Interception if they are in Deepstrike Reserve and embarked upon a Nighscythe. Hunters from Hyperspace does not apply when using Veil of Darkness
2. Triarch Praetorians may select a Nightscythe as dedicated transport but may never embark upon it.
3. A Ctan can use Gaze Of Death to target Swooping Monstrous Creatures or units under the effect of Invisibility. Gaze can be used when the C'tan Shard of the Nightbringer is locked in combat and be used on enemy units currently locked in combat. Gaze can be used to target a different enemy unit during the shooting phase than the Wargear shooting attack "Powers of the C'tan". It may still be used in the shooting phase after making a run move.

HEAVY SUPPORT

1. All of the Annihilation Barge's weapons are Hull Mounted.

NECRONS – SHIELD OF BAAL MEPHRIT DYNASTY

GENERAL

2. The Edge of Eternity grants precision strikes on any successful to hit roll that also is a 2+.
3. A character from the detailed Detachments and Formations under "The Mephrith Dynasty" may select an item from the "Artefacts of the Aeons" in place of selecting an item from "Relics from the War in Heaven" from the Exterminatus Supplement; but never in addition of.
4. The strength bonus from the Solar Thermostite only applies to the Overlord. Similarly; the bearer re-rolling saving throws of 1 would not apply to jink saves the Command Barge would be making:

5. When 'Adaptive Subroutines' comes into play, measure range to the spyder at the time the effect is occurring or needs to be checked to determine if the unit is in range to benefit from it.

ORKS

GENERAL

1. When the bearer of a KFF embarks onto a vehicle or building, the invulnerable saves conferred only upon the transport, and not to models inside.
2. The Ork Tactical Objective Cards are not in play at the ETC.

~~3.—The Ghazkull supplement is not allowed at the ETC.~~

4. The Ork Horde Detachment can be used, but will not benefit from Objective Secured. Of course Ork Players may still opt to use a normal CAD.

~~5.—No Lords Of War and hence no Ghazkull Thraka at the ETC.~~

6. The Ork Horde Detachment can only be used as a replacement for the CAD, and not in the ally slot.
7. Rentless models count as stationary, even if they moved in the previous movement phase, for all rules purposes. Hence, such a model with a Gitfinda will be able to take advantage of the augmented ballistic skill even when the model actually moved
8. A model making use of the Lucky Stick can reroll all of his to hit, to wound or saving throws if he so wishes. **The active player decides in which order events take place (i.e. who rolls to hit, to wound and takes armour saves first at a certain initiative step), unless both players come to another agreement.**
9. The Warlord trait from the Finkin Cap is generated after any regular warlord traits and does not benefit from a command benefit reroll. One can however reroll the result if the same trait from the strategic table was rolled.

ELITES

- ~~1.—Vehicles cannot use cover saves against Bomb squigs.~~

HEAVY SUPPORT

1. A model bearing a gitfinder may shoot at BS3 even if it happened to move in the psychic phase.

TAU

GENERAL

1. For vehicles, Seeker Missiles are always considered to be hull-mounted. In case of a skyray they are hull mounted to the skyray turret.
2. Markerlight hits count as a shooting attack for all rules purposes.

3. Smart Missile Systems need LOS to their target to use the intercept special rule, however models out of LOS can be removed as casualties. When firing a unit mixing SMS with other weapons, form a distinct wound pool for the SMS shots as they can affect models out of LOS.
4. ~~A Multi-Tracker can only be used in the shooting phase, and not during overwatch or when using the intercept special rule.~~
5. Target Lock can not be used during Overwatch to fire at a different unit than the would-be-attacker.
6. The way markerlights, target lock and drone controller interact, a unit may see its ballistic skill increase even though it is not actually firing at the target of the pinpoint attack.
7. ~~In the instance of a Codex – Tau Empire army allying with a Farsight Enclave Army, markerlights generated are useable by models from either detachment.~~ Markerlights generated by any Tau Faction Detachment can be used freely by other Tau Faction Detachments within a same army.
8. Models with the supporting fire special rule may use it while embarked inside of a building, measure range to and from the hull-firepoints of the building. A fortification building is considered as a friendly unit for the purpose of supporting fire as long as the building is not currently claimed by the enemy.
9. Wounds inflicted by shooting with the "homing" special rule can be allocated to models in the target unit that are completely out of LOS of the firing unit.
10. The Positional Relay has to be present on the table at the beginning of the turn in order to be used. As such, only Positional Relays present on the table at the end of the preceding turn can be used at the beginning of a turn.
11. Models with Target lock and different type of weapons declare their target(s) when firing their first weapon. All subsequent weapons firing must be aimed at the same unit(s) as the models initial shots.
12. When rolling on the Tau Warlord Trait table, results that may be re-rolled due to having no ranged weapon or no jetpacks and the like, may cause the Tau player to re-roll more than once until a suitable warlord trait has been rolled. The CAD warlord trait re-roll applies regardless of re-rolls that need to be made based on the wording of the Tau warlord traits.
13. Tau signature systems are only unique per detachment. Per our ETC clarification, a source speaking about an "army" is actually referring to the specific detachment that part of an army list belongs to. Any special rules, abilities, and requirements are not transferred between detachments and will only apply to that detachment, unless noted otherwise.
14. A model purchasing Ranged Weapons from the Tau Empire Wargear List can purchase the same Ranged Weapon twice at the Single Version price and counts as having 2 of those weapons.
15. A Markerlight is a ranged weapon and as such can be used in conjunction with the Point Defense Targeting Relay vehicle battle system.

HQ

1. When other effects come into play while resolving Aun'va's Paradox of Duality ability, first work out the paradox roll and disregard all effects triggered if the unsaved wound gets discounted.
2. The roll made for Aun'Va's Paradox of Duality may be taken in addition to any save the model may attempt. Additionally, weapons that ignore cover do not negate the Paradox of Duality roll.

3. An Ethereal's "Invocation of Elements" affects all friendly models from the Tau Faction who are in units within 12 inches of the Ethereal. All models in an affected unit benefit from the effect of the Invocation as long as at least one model is in range. Measure range to the ethereal at the time the effect is occurring or needs to be checked to determine if the unit is in range to benefit from Invocation of Elements.

TROOPS

1. A unit that is comprised entirely of drones is considered to be a non-scoring non-denial unit, even if the drone was at some point part of a scoring or denial unit.

HEAVY SUPPORT

1. When firing a Skyray, always roll to hit with the markerlights first before firing any other weapon. ~~Then choose if you are going to use any of them for the skyray and how. Finally, choose the weapons you are going to shoot this turn.~~
2. When a Skyray, or any other model with the Skyfire special rule, uses the Seeker markerlight ability to fire a Seeker Missile at a Zooming Flyer or Swooping Flying Monstrous Creature, the attack is resolved at BS5. If the firing model does not have Skyfire, the attack is resolved at BS1. Likewise, if a vehicle is only able to make Snap Shots at any target (e.g. it is suffering from a Crew Shaken vehicle damage result) and it uses the Seeker markerlight ability to fire a Seeker Missile, the attack is still resolved at BS1.
3. Interceptor drones are not affected by the distance a sun shark bomber moved prior to their disembarkation move. There is no requirement to snapshot.

TAU FARSIGHT ENCLAVES

GENERAL

1. The Earth Caste Pilot Array is restricted to One per detachment regardless of which model has it.
2. A Farsight Enclaves Detachment uses the Tau Empire ally rules.
3. A Farsight Enclaves Detachment may ally with Tau Empire as Battle Brothers.

HQ

1. O'Vesa may join units as long as they don't contain another MC. Other Independent Characters may NOT join a unit that would already contain O'Vesa, however.

TYRANIDS

HQ

1. A Swooping Hive Tyrant cannot join a unit of tyrant guard. A Hive Tyrant with the "wings" biomorph cannot change flight mode while joined a tyrant guard brood. Hive tyrant or Swarmlord cannot leave a tyrant guard unit voluntarily once joined to them.

2. A Broodlord does not benefit from Psychic Focus as he does not generate a power and so will only know The Horror as a psychic power.
3. Units with the Stubborn special rule ignore the Deathleaper's 'It's After Me' rule when taking Morale or Pinning tests.

ELITES

1. Hive Guard failing a n Instinctive Behavior test and rolling a Prowl or Destroy result can not use their ability to shoot at targets out of LOS when resolving their Instinctive Behavior.
2. A Maleceptor knows Psychic Overload and gets to generate two other powers. Psychic Focus never applies because of it.

FAST ATTACK

1. Spore Mines generated by Spore Burst or Spore Mines/Mucolid Spores generated from a Spore Node act normally on the turn they are generated and as such can charge into combat.
2. When using the Hive Crone's drool cannon, place the template's narrow end so that it is touching any part of the Hive Crone's base like a normal template weapon.

HEAVY SUPPORT

1. A Mawloc making use of Terror From The Deep may choose to deepstrike onto an ongoing close combat initially. If the Mawloc happens to scatter into a combat, models will be affected. Terror From The Deep is not affected by Invisibility. In order to return to play using the deepstrike rules, the Mawloc must have started the game in reserves and arrived by deepstrike when entering play. Models cannot Deep Strike beneath the Skyshield Landing Pad and so a terror From the Deep attack cannot be performed on models underneath it. When trying to place the Mawloc on the table after resolving a Terror From The Deep Attack, use the center of the blast marker to align with the center of the Mawloc's base. In situations where Terror From The Deep would destroy a Transport vehicle with embarked passengers, the passengers disembark immediately before attempting to place the Mawloc. This may cause the passengers to be hit by the second blast marker or force the Mawloc to roll on the Deep Strike Mishap table.

OTHER

1. Tyranid units inside buildings (i.e. the Bastion) are not subject to instinctive behaviour.
2. Wounds from Synaptic Backlash will affect units embarked within a fortification.
3. Units of Mucolid Spores and Spore Mines cannot be joined by Independent Characters.
4. When units with the 'Living Bomb' get destroyed other than when they explode, the opponent will score First Blood, but will never be awarded any VP's for it.
5. Deepstriking Spore Mines and Spore Mine Clusters suffer Mishaps as per usual.
6. There is no limit to the amount of Tyrannocytes one can take in a Tyrranid Army.
7. Tyrannocytes can never embark upon another Tyrannocyte.

8. Because of Instinctive Fire, a Tyrannocyte will fire all of its guns at the closest target. Measure range to and from the MC's base to find out which model or unit will be the target of the shooting attack.

TYRANIDS – SHIELD OF BAAL: LEVIATHAN

GENERAL

1. Sporefield that are destroyed still do not give up VP's and are non-scoring, non-denial as per the Living Bomb rule.

SKYRANT SWARM FORMATION

1. Monstrous Flock does not allow the Hive Tyrant to use the Look Out, Sir rule while in a challenge.

SPACE MARINES

GENERAL

1. A TFC under the Iron Hands Chapter Tactics does not benefit from the IWND special rule.
2. Units that include models in terminator armour, Devastator Centurions or Assault Centurions can not benefit from Hit & Run of a joined independent character if he gained Hit & Run from the Fight on the move special rule. Hit and Run from other sources does apply.
3. Weapons with the Graviton Special rule always roll against a models current armour save. In the case of mixed armour save units, use the majority rule, meaning the highest armour save in the unit, so the highest number for the grav weapons to wound against. For instance a unit of black templars with 2 marines and 2 crusaders would be wounded on a 4+.
4. Only one of each Chapter Relic may be chosen regardless of how many Detachments are in play when creating an armylist containing the faction SM.
5. When a unit benefiting from Inertial Guidance Systems would end up over another unit and off the board edge at the same time, a deepstrike mishap always take place. This applies to all the drop pods with this special rule.

HQ

1. Chapter Masters - A chapter master can't use his Orbital Bombardment if embarked upon a transport vehicle without fire points. An orbital Strike will always scatter the full 2D6, even when under the effect of the psyoculum or used in the vicinity of Servo skulls.
2. Command Squad - An independent character which joins a Command Squad with an Apothecary gains the 'Feel No Pain' universal special rule.
3. Command Squad - A unit with an Apothecary can use the Feel no Pain ability even if the Apothecary is killed at the same time.

VEHICLES

1. Optional weapons on a Landraider and this for any Landraider variant, have a fire angle of 360°.
2. The storm bolter of a Space Marine Rhino has a fire angle of 360°.
3. An additional storm bolter from any non-Land Raider vehicle has a fire angle of 360°.
4. Hunter-killer Missiles have a fire angle of 45° to the front
5. All Land Speeder(Storm) weapons are Hull Mounted.
6. The 'petals' of a Drop Pod are not taken into account for disembarkation, LOS or cover purposes.
7. A Drop Pod which lands into difficult terrain has to pass a Dangerous terrain Test. If failed, remove two Hull Points in total.

HEAVY SUPPORT

1. A Thunderfire Cannon and the Techmarine form an artillery unit are worth 1 kill point, in order to earn the kill point, both the Cannon and the Marine must be destroyed or removed from the table.
2. ~~When a counter from Savant Lock is used to generate a hit for a Flying Monstruous Creature, a Grounding Test will be invoked.~~ No jink saves apply vs hits generated by Savant Lock unless the unit suffering it effects had jinked before the Savant Lock counter generates the hit.
3. If a Stalker chooses to use the dual fire mode, any shots targeting a unit that is not a Flyer, Flying Monstruous Creature, or Skimmer are still resolved at BS1.

SPECIAL CHARACTERS

1. Only if Sergeant Chronus is killed, does the enemy get a kill point for the vehicle. Sergeant Chronus does never count as a scoring unit nor does he confer the character ability to the tank he commands.
2. When generating psychic powers, Tigurius has 1 optional reroll for each psychic power he generates. This optional reroll may be used after a reroll forced by rolling the psychic power he already knows.
3. Marneus Calgar must select from the SM warlord traits when he makes his 3 rolls. Any Detachment featuring Marneus must list him as Warlord where possible. ~~If he is your warlord and chooses to roll one from the background rule book, only one warlord trait (with possible reroll) applies.~~

BLOOD ANGELS

ANGEL'S FURY SPEARHEAD FORCE FORMATION

1. A Teleport Homer must start the turn on the table in order to utilize the Augur Triangulation special rule.
2. Augur Triangulation can still be used by a model with a Teleport Homer that is aboard a Transport (measure range from the hull of the Transport in this case).
3. A unit arriving embarked upon a Transport that has the Assault Vehicle special rule also benefits from the ability to charge that turn.

DARK ANGELS

GENERAL

1. Techmarines don't open any type of command squad slot.
2. Ravenwing Grenade Launchers apply their negative effects the moment they successfully hit an enemy unit (and so are in effect when the same unit's firing is resolved to Wound, etc.).
3. The Banner Of Devastation applies to ~~all Boltguns as defined in the Warhammer 40,000 rulebook~~ the standard boltgun, twin-linked boltguns on bikes, the bolter component of combi-weapons, and hurricane bolters.
4. A power field generator will not affect a transport the unit carrying it is embarked upon.

HQ

1. A unit containing Belial that uses the Gate of Infinity psychic power to Deep Strike does not scatter. Also, the unit does not need to roll to see if a model is claimed by the warp.
2. Dark Vengeance special characters are allowed, as long as the player has the relevant rules.
3. Dark Angel Command squad model upgrades are applied in whatever order you wish, so you can have an apothecary carrying a banner.

SPACE WOLVES

HQ

1. IC's on Thunderwolf Mounts follow the rules for multiple modifiers and as such will be Strength 9 (and not Str10) when wielding powerfists and the like.

ELITES

1. Iron Priests : a roll of "1" to repair always fails.
2. Thunderwolf Cavalry models follow the rules for multiple modifiers and as such will be Strength 9 (and not Str10) when wielding powerfists and the like.

SPACE WOLVES – CHAMPIONS OF FENRIS SUPPLEMENT

GENERAL

1. When a model with the Pelt of Balewolf would interact with units or models that auto-pass fear tests, ignore the auto-pass for all units that do not have the ATSKNF or Fearless USR.
2. The special rule granting Preferred Enemy in this supplement only applies to a model in an ongoing challenge ~~or on the squad level when the enemy unit being struck consists entirely out of character models.~~

3. Armour of Asvald Stormwrack does not count as Terminator Armour and as such may be used in conjunction with Thunderwolf Mounts.
4. The Drop Pods used in the Wolf Guard Thunderstrike Formation ignore the Drop Pod Assault special rule. Do not count Drop Pods from this Formation towards the total numbers of droppods arriving on turn 1.

GREY KNIGHTS

HQ

1. IC's attached to a unit with Rites Of Teleportation will benefit from it but inversely, an IC with Rites Of Teleportation will not confer it to his squad if the squad doesn't benefit from the same rule themselves.

GENERAL

1. An orbital Strike will always scatter the full 2D6, even when under the effect of the psyoculum or used in the vicinity of Servo skulls.
2. Models cannot use a personal teleporter on the turn they disembark.
3. When units from a Nemesis Strike Force Detachment attempt to enter play using a transport from another Detachment, Rites of Battle does not apply in terms of rolling for reserves on turn 1 for those units. Models from the NSF detachment may still utilize rites of teleportation to run and shoot the turn in which they do arrive .
4. The Aegis only applies when a unit is the direct target of a psychic power.

ADEPTA SORORITAS

GENERAL

1. The exorcist weapon is considered to be turret-mounted. When firing an exorcist, measure LOS approximately 1/2 an inch from above the vehicle's roof along the pipes.
2. Attacks and special rules that reduce a characteristic or apply an ongoing effect to Saint Celestine (such as Entropic Strike or Soul Blaze) still apply if she returns to the game via Miraculous Intervention.
3. When Saint Celestine is turned into a Spawn because of 'Boon Of Mutation', both the summoning of the spawn and the resurrection of Celestine take place.

IMPERIAL KNIGHTS

GENERAL

1. When applying destroyer weapon hits in a challenge, roll on the destroyer weapon chart for each hit separately and resolve its effects. If the combatant in the challenge is not slain, continue to resolve the hits vs the enemy character. If the enemy character would die from one of the destroyer hits, allocate each remaining destroyer weapon hit to the unit the character was a part of where applicable. No further rolls on the destroyer weapon chart apply for hits that get allocated this way so each hit can only ever generate one wound.

2. Look Out, Sir attempts may be made against Destroyer weapons. Unlike normal Look Out, Sir attempts, these reallocate the Destroyer hit (as opposed to a wound), and are made before rolling on the Destroyer Weapon Attack Table.
3. ~~Imperial Knights move just as walkers when moving through difficult/dangerous terrain and as such would roll 3D6 because of MTC and move the highest distance rolled.~~
4. A Stomp attack allows you to hit units not currently engaged in the combat. Units hit like that can be wounded and suffer damage even though they are a vehicle, regardless of any LOS restrictions. Models or units suffering wounds this way will allocate them just as for shooting or CC, starting with the models closest to the Knight causing the Stomp attacks. Armour penetration rolls are resolved against the Armour Value facing the Knight, regardless of the position of the marker.. Cover saves do not apply vs Stomp Attacks. Only Wounds and hits caused on units engaged and involved in the combat directly will add to combat resolution at the end of the assault phase:
5. Roll separately for each of the D3 stomp blasts that are made by an Imperial Knight to see its effect. Models affected by a roll of a '6' on the Stomp table are removed from play immediately before starting with the wound pool allocation at the initiative step.
6. When a vehicle scatters due to a Flipped Stomp result, reduce this scatter as necessary to prevent the vehicle from ending up on top of a friendly model, in impassable terrain or within 1" of an enemy model (if possible).
7. The Strikedown rule applies to any shooting or close combat attack an Imperial Knight makes, including Stomp attacks but except for HOW attacks.
8. When an Imperial Knight has set a shield on its side facing, roll a die to determine whether the side with the shield is hit by a barrage weapon or not.
9. Before determining the facing the shield will protect, players must agree on what facing potential firing models that are split between facings are in. For example, if a model is in-between side and front facings, players must establish which facing it lies in prior to electing knight shields. If players and judges cannot agree on a clear facing, randomize which facing a particular shot will be hitting. Note that this does not necessarily apply to transport vehicles split between facings, as passengers may fire from any eligible point on a transport vehicle. IK players need to mark the IK facings on the models base taking into account the arc angles proposed later in this document. Any judge calls needing to be made involving models without such marking will be ruled in disfavor of the Knight.
10. Imperial Knights that are also characters and involved in a challenge, work out their stomp attacks just as if they weren't involved in the challenge.
11. An Imperial knight with the Sanctuary Heirloom has 2 Ion Shields at his disposition and as such chooses two different facings that are protected by a 4++ save when it applies. In such cases, Council of Lords applies to both facings protected by the Ion Shield but does not increase the invulnerable save of the other facings protected by Sanctuary. Ionic Shieldwall applies to any Ion Shield in the front facing.
12. Look Out Sir apply for Stomp attacks, except where a 6 is rolled to see the stomp effect.
13. Weapons mounted on Imperial Knights all count as hull mounted and as such have a 45 degree firing angle.
14. Choosing a Lord Baron in the Baronial Court Formation is done at the army list step. Mark the model as such on your army list entry.

INQUISITION

GENERAL

1. Inquisitorial Detachments never benefit from Objective Secured
2. Models affected by Empyrian Brain Mines will not be able to perform any attack during that assault phase. This includes special attacks like Hammer Of Wrath, Stomp attacks, and the likes.
3. Psykers from C:I can generate their powers from the Daemonology (Sanctic), Divination, Pyromancy, Telekinesis and Telepathy disciplines Psykers from this book will also perils on any roll of a double when casting Sanctic powers. As per the Digital Codex they are unable to roll for Malefic Daemonology powers.
4. "I've been expecting you" applies to any unit arriving from reserve, passing by or finishing their movement within 12" and in LOS of Coteaz but does not apply if Coteaz is embarked in a transport. Units that simply arrive using the deepstrike rules (e.g. gate of infinity) without actually arriving from reserves are exempt from this rule.
5. Models shooting because of "I've been expecting you" are not considered as having moved if they did so in their preceding movement phase.
6. If the bearer of a Psyoculum (or his unit) Snap Fire at a unit containing one or more models with the Psyker, Psychic Pilot, or Brotherhood of Psykers special rules the attack is still resolved at BS1.
7. The Null Rod does not allow a Unit to ignore the effects of Psychic powers that have been cast on other Units.
8. Independent Characters and Dedicated Transports do not benefit from the Jokaero Weaponsmith's Inconceivable Customisation special rule.

DATASLATE FAQs

CYPHER

1. Cypher can never be used as a faction khorne daemonkin model.

BELAKOR

1. Belakor can never be used as a Faction khorne daemonkin model.

OFFICIO ASSASINORUM

1. With the Deadshot Rule, all successful hits, except those that are fired as snapshots, can be freely allocated by the player owning the Vindicare.
2. Any blessing or malediction psychic powers affecting a unit immediately cease to be in effect if the unit moves within 12" of a Culexus Assassin or vice versa. This applies even if a unit is not the direct target of a particular blessing, it is enough that the unit is affected by it to be subsequently canceled when a Culexus is found to be within 12 inches.
3. ker, Psychic Pilot, or Brotherhood of Psykers special rules the attack is still resolved at BS1.
4. The Null Rod does not allow a Unit to ignore the effects of Psychic powers that have been cast on other Units.
5. Independent Characters and Dedicated Transports do not benefit from the Jokaero Weaponsmith's Inconceivable Customisation special rule.

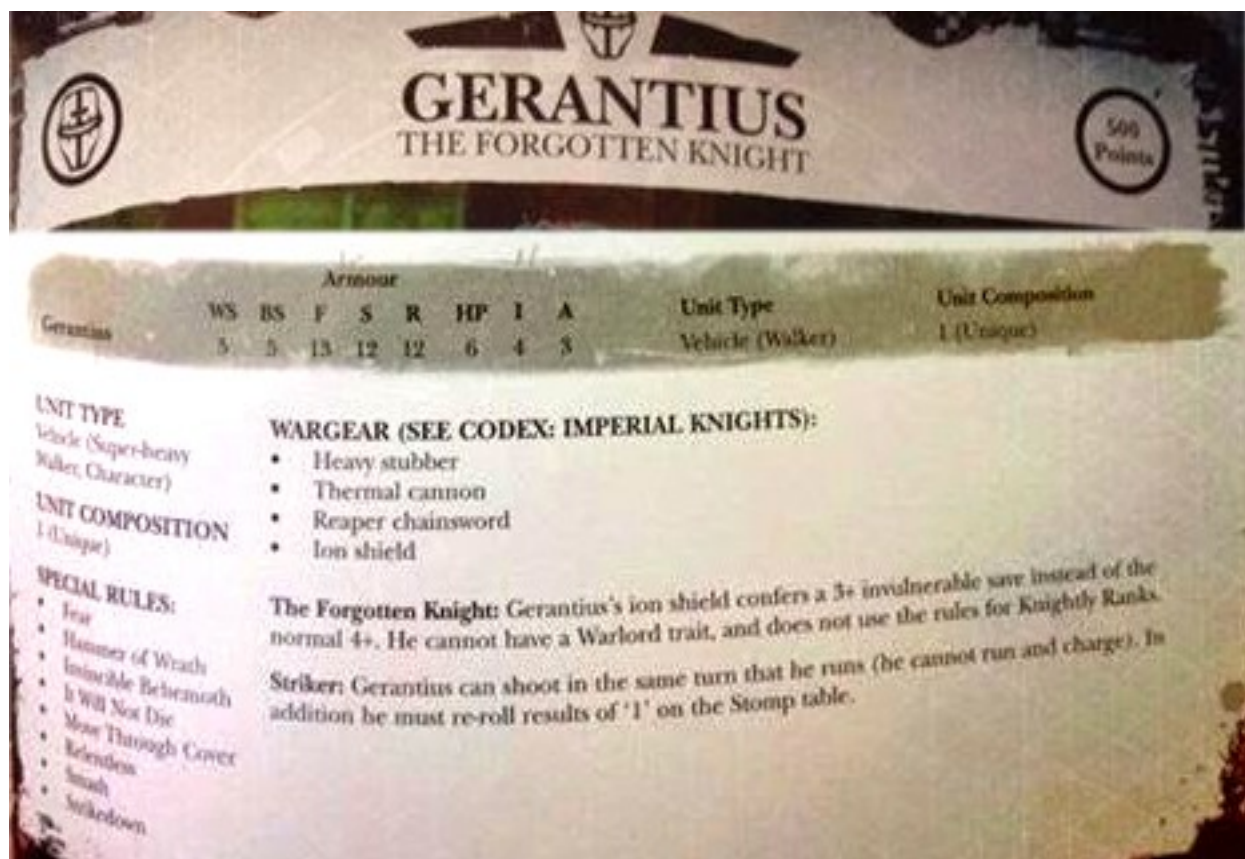
DATASLATE EMPORIUM

ADEPTICUS MECHANICUS

1. Cult Mechanicus not allowed in ETC 2015 so the War Convocation is not in play in Prague. Putting it here anyways for reference (issue of WD69)

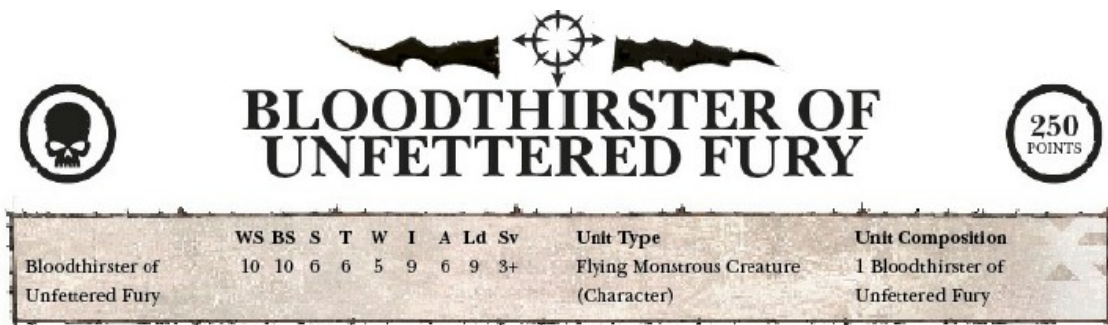
IMPERIAL KNIGHTS

1. Gerantius is available for play at the ETC in Prague in 2015



CHAOS DAEMONS

1. Use any of the three Dataslates below as additional options for HQ choices in your Chaos Daemons army (issue of WD60)



Double tap image for a full screen preview.

DAEMONIC GIFTS:

Warp-forged armour

Lash of Khorne

Axe of Khorne

SPECIAL RULES:

Daemon of Khorne

Daemonic Instability

Deep Strike

OPTIONS:

May take up to 50 points of **Daemonic Rewards**, in any combination:

Lesser Rewards - *10pts each*

Greater Rewards - *20pts each*

Exalted Rewards - *30pts each*



WRATH OF KHORNE BLOODTHIRSTER



	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Wrath of Khorne Bloodthirster	10	10	6	6	5	9	6	9	3+	Flying Monstrous Creature (Character)	1 Wrath of Khorne Bloodthirster

Double tap image for a full screen preview.

DAEMONIC GIFTS:

Warp-forged armour

Hellfire

Bloodflail

Axe of Khorne

SPECIAL RULES:

Adamantium Will

Daemon of Khorne

Daemonic Instability

Deep Strike

Hatred (Characters)

OPTIONS:

May take up to 50 points of **Daemonic Rewards**, in any combination:

Lesser Rewards - *10pts each*

Greater Rewards - *20pts each*

Exalted Rewards - *30pts each*

HELLFIRE

Hellfire is a Flamer weapon for the purposes of any special rules that interact with Flamer weapons as described in Warhammer 40,000:

The Rules.

Range - Template

S - 5

AP - 4

Type - Assault 1, Soul Blaze

BLOODFLAIL

Range - 12"

S - 7

AP - 2

Type - Assault D3

Range -

S - User

AP - 2

Type - Melee, Specialist Weapon



BLOODTHIRSTER OF INSENSATE RAGE



	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Bloodthirster of Insensate Rage	10	10	6	6	5	9	6	9	3+	Flying Monstrous Creature (Character)	1 Bloodthirster of Insensate Rage

Double tap image for a full screen preview.

DAEMONIC GIFTS:

Warp-forged armour
Great Axe of Khorne

SPECIAL RULES:

Daemon of Khorne
Daemonic Instability
Deep Strike
Rage

OPTIONS:

May take up to 50 points of **Daemonic Rewards**, in any combination:

Lesser Rewards - *10pts each*
Greater Rewards - *20pts each*
Exalted Rewards - *30pts each*

GREAT AXE OF KHORNE

Weapons of Khorne are etched with burning runes of slaughter, and each screams with the power of the Daemon bound inside it.

Great Axe of Khorne

Range -

S - D

AP - 2

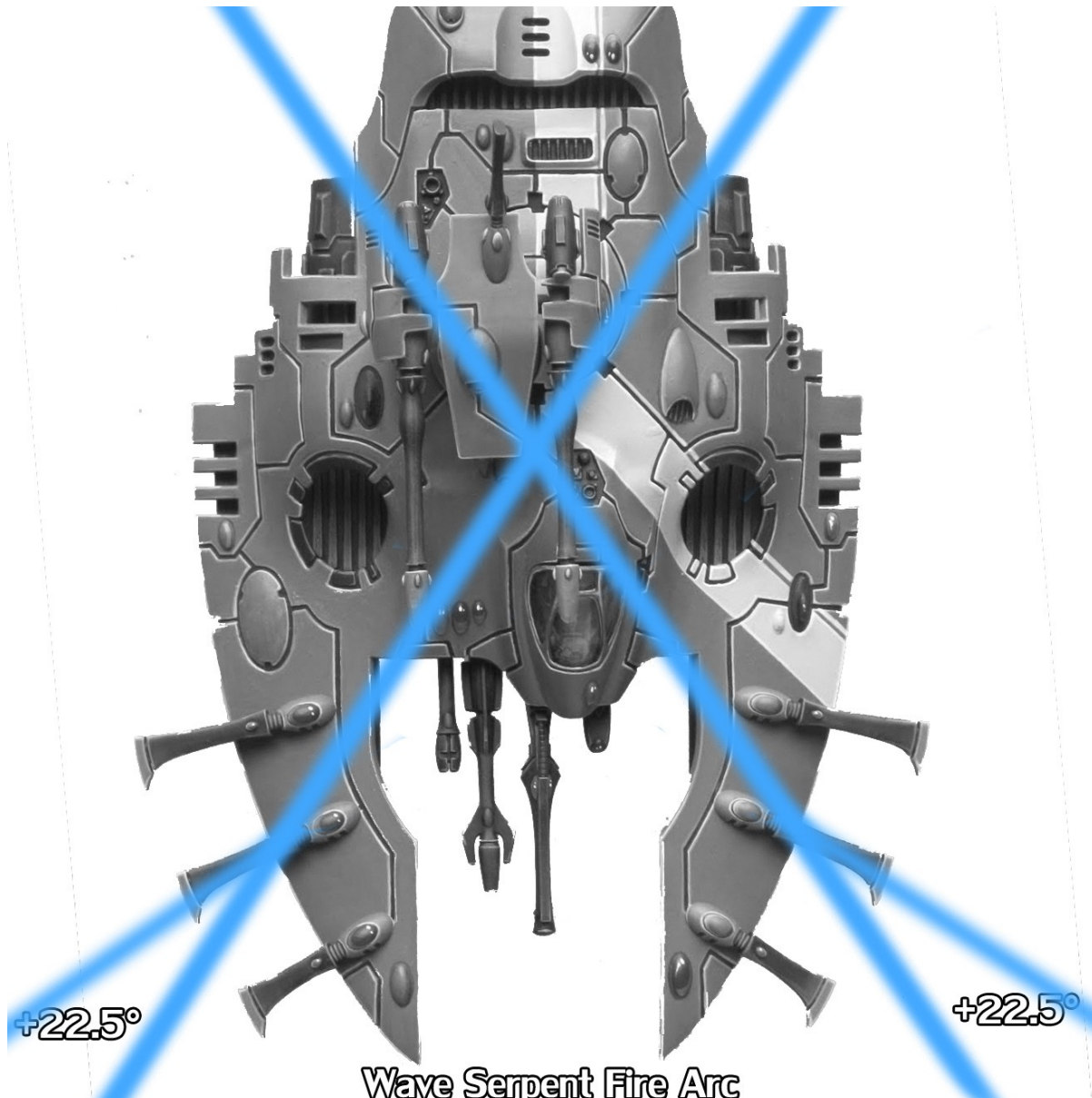
Type - Melee, Colossal

Colossal:

A model with this weapon Piles In and fights at Initiative step 1.

VEHICLE TEMPLATES

WAVE SERPENT FIRE ARC



IMPERIAL KNIGHT FACING DIAGRAM

