ETC 2014

FAQ and Clarifications

Final Version

Document History:

Welcome to the new version of the ETC FAQ and Clarifications document. We want to thank the UKGT Committee for their generosity in letting us use the layout of their FAQ document as a backbone for this one.

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.

Special thanks to Erle, Chtiofonce, Target, Niraco, Harridan, Krewl, Fenneq, Solvay, Tom_ep and Inquisitor Malice as well as a slew of lesser active 40K rules-adepts for their helping hand in creating this document and keeping it up to date.

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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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 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.

5. ~~Unless specified otherwise, special rules, special abilities or psychic powers that are not specifically restricted to units from a codex can apply indistinctly to allied or primary detachments, as long as its effect is at the unit level.~~ 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 Militarium 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.
-25mm: 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.

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.

CORE RULES

GENERAL

1. ~~When special rules or wargear allowing or forcing the reroll of certain rolls (whether failed or other), they cancel each other for the type of rolls concerned.~~

2. Where units with abilities that have a certain range or area of effect are concerned, like the GK's Banisher effect or 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.

3. 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, Ghostwalk Mantle, ...) <u>without actually arriving from Reserves.</u>

4. 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.

5. 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 like in the case of Slash attacks, Sweep attacks, Vector Strikes or the Mawloc's "Terror From The Deep" ability just to name a few.

THE TURN

1. Ongoing effects on models or units continue to apply even when the model leaves combat airspace or enters (ongoing) reserves. 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.

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 seperately 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).

9. 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 turn.

10. 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.

11. A Swooping FMC under the effect of Dominate will revert to Glide Mode if it fails its leadership check to move.

12. When successfully manifesting Posession, the Psyker in question would give up first blood and a killpoint ~~in Purge the Alien missions.~~

13. 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'es in close combat.

14. No dice roll modification 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.

15. 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.

16. ~~Beams and novas are shooting attacks that do not roll to hit, therefore cannot be made as Snap Shots. While your transport moves over 6" you cannot manifest a beam or Nova power unless vehicle specific rules would override this.~~

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 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 or units under the effects of Invisibility.

19. 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. 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 of FMC's even when benefiting from Skyfire.

20. 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.

21. Zooming Flyers and Swooping Monstrous Creatures do suffer all the effects of the Objuration Mechanicum psychic power.

22. ~~When a chariot is targeted by Psychic Shriek, the rider part of its profile is the only legal target to allocate the wounds to.~~

23. A unit/model with Foreboding does not get its full BS when firing Overwatch on an Invisible Unit.

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 vehciles, 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. ~~Blasts and Templates hit all models under the template, regardless of what level they are on.~~

4. Blast weapons can be placed partially off table as long as the centre of the blast is above the table.

5. All types of saves apply normally when being targeted by a Weapon with the Graviton rule. Cover saves and Invulnerable saves may be taken.

6. A template or blast shooting attack with Skyfire can hit a Swooping FMC. If the blast would scatter on a ground unit, models on the ground under the template are hit normally as well.

7. If a shooting attack, ability or affect that rolls to wound and to hit allows cover saves, the unit can choose to go to ground.

8. Special rules or abilities that automatically affect enemy units and are not strictly speaking a weapon or an attack (e.g. Tesla Arc) do affect Zooming Flyers and Swooping Flying Monstrous Creatures or other units that would require a snapshot to hit.

9. When determining which weapon to shoot in the shooting sequence, weapons with different names are fired seperately. 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 Dragonfiure 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 seperately (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.

10. 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.

11. When determining if cover saves apply to a model when allocating wounds, 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 cannot be done.

12. 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.

13. When using a Bomb of any kind, cover and vehicle armor facings are determined like when firing a barrage weapon, unless a specific Bomb's rule state otherwise.

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.

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, non-chariot) 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 may make use of the Jink special rule when targeted by Overwatch shooting.

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 Monstrous 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, etc), they can use it while falling back, provided they do so in the same direction as the fall back move.

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 Slashing Attack from Screamers in the shooting or movement phase, use the tougness of the gun model to resolve the attacks.

BIKES AND JETBIKES

1. Where Line Of Sight is concerned, trace it from the rider or any part of the bike itself.

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. Thee 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 loose 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.

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 vehicles 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. ~~Unless specified otherwise (like with Walkers), Hammer of wrath is resolved against vehicles rear armour.~~

5. Damage vs vehicles is resolved sequentially. Meaning that multiple weapon 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.

6. 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.

7. Vehicles hit by a blast weapon, but completely out of Line of Sight of the firing unit, are affected normally by the blast.

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 cancelled 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.

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 loosing 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 tankshock 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.

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.

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.

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.

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 perfrom Heroic Interventions.

3. 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

4. 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.

5. Since chariots can be locked in combat, end of combat pile-in and consolidation moves do apply even though it is a vehicle.

6. Riders of open topped chariots will be affected by the No Escape rule.

FLYERS

1. Flyers weapons 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.

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. A Flyer cannot end its movement with part of its hull hanging off the table.

FLYING MONSTRUOUS CREATURES

1. A template or blast shooting attack with Skyfire can hit a Swooping FMC. 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 Slashing Attack from Screamers.

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.

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 phisically 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 trough 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 markr 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 jumppack 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.

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. ~~Units embarked on Transports are not counted for purposes of scoring / contesting Objectives (though their Transport would still count as normal). The only exception to this are units that are in a building, who can claim objectives that are on or within 3" of the building.~~

4. Even though objectives cannot be placed inside a building initially while deploying, an objective marker (the Relic) may be embarked inside during the game.

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 seperate 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.

VICTORY POINTS

1. When considering victory points for a vehicle squadron unit, consider hull points of each vehicle separately. Likewise, where a codex entry allows you to take a number of units/models as one choice (for example 2 Sanguinary Priests taken as one elite choice) that can be split off during the game, these models count as separate units for the determination of VP's and KP's.

UNIVERSAL SPECIAL RULES

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 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. When deep-striking unit with oval bases, remember that you must still maximise the number of models in each circle.

6. 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.

5. When deploying a misplaced deepstriking unit, the opponent can choose the orientation of the models.

6. ~~Only one weapon per model can be used to Intercept.~~ 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.

7. 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).

8. A unit can perform a Vector Strike in the same turn it leaves Combat Airspace.

9. Units containing any model that benefited from the Scout Special Rule are prohibited of charging in the first game turn.

10. Where twinlinked and Blast weapons are concerned, only the initial hit and the 2d6 scatter may ever be rerolled.

11. Preferred Enemy does not allow one to re-roll blast scatter rolls.

12. Models and/or units cannot make use of the Deep Strike Special Rule to deepstrike directly embarked unto a building.

13. Smash attack can be used for Death or Glory attacks.

14. Rentless models count as stationary, even if they moved in the previous movement phase, for all rules purposes.

15. 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.

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 relaay 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 seperately 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".

10. 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.

11. Weapons and special abilities or rules such as Lances, Melta, Haywire, etc all work in the same way against Fortifications unless stated otherwise.

12. 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.

13. Fortifications do not have a specific faction, even when claimed. As such, the 1" rule for enemy models never applies to them.

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 wall 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.

CHAOS DAEMONS

GENERAL

1. 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. ~~Units spawned from the Portalglyph have the 'Objective Secured' Special Rule.~~

2. 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.

3. 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.

4. 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.

5. When a Daemon of Tzeentch suffers from a perils of the warp when manifesting a psychic power, he is subject to a +3 ld modifier, up to a maximum of 10, for all ld tests it is required to make because of the casting of that power.

6. 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.

7. Warp Tether comes into play in each instance where a model dies, is slain, or is removed as a casualty.

8. Exalted Flamers of Tzeentch cannot be conjured when using Sacrifice.

9. 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.

10. 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.

11. 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.

12. When a unit with the Brotherhood of Psykers/Sorcerers is affected by The Warpstorm Table, a random model from the unit will be affected.

13. 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.

14. 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.

15. 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.

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.

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.

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.

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 looses all benefits of previous boons.

7. Models embarked unto transports/buildings are not affected by the Warpstorm Table.

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.

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.

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.

DARK ELDAR

1. Power from pain – an enemy unit fleeing off the table does not generate a pain token.

2. Power From Pain and the benefits bestowed by pain tokens only applies to those models in a unit that have the Power From Pain special Rule.

3. The djinn blade and animus vitae are labelled as "special weapon". Therefore, to benefit from their special rules (bonus attack/possibility to gain token) the bearer has to use them in a close combat round. If the djinn blade rebels against its bearer, the attacks are considered as being made by the bearer with the djinn blade. Which means the bearer suffers 2 hits from a power weapon at his strength (including bonuses from drugs, furious charge or soultrap) and his initiative.

4. For all game purposes, a Webway portal must be represented as a small blast. Which means it does not block LoS or grant cover for units behind it.

5. Except for Dark eldar units arriving from reserve a webway portal is considered as impassable terrain where flyers, skimmers nor any other model can land for game purposes.

6. A unit arriving from reserve must choose if it will arrive from the portal or from the method declared during the deployment phase (regular reserve, deep strike, outflank,…) at the start of the turn they arrive from reserve.

7. Only units directly under the line between the two Bladevane Markers can be subject to its attacks. A unit suffering from such a "Bladevane" attack from reavers can only use a cover save if it is standing inside area terrain or is benefiting from a special rule granting him a cover save. Bladevane attacks do not allow close combat only saves (like DE Dodge or GK nemesis weapons saves).

8. Use of the void mine does not affect the choice of target in the following shooting phase.

9. Aerial assault does not allow ravagers to fire at normal BS against Flyers.

10. Both venom weapons have a 180° fire arc.

11. Baron Sathonyx cannot make use of his reroll for initiative and H&R distance when he is joined to a unit other than a unit of Hellions.

12. Baron Sathonyx ' "Bones Of The Seer" gives him a +1 on the roll-off to decide who deploys first and decides who starts off the battle.

13. To determine whether a Shadowfield dissipates or not, do so after all modifiers and rerolls have been made.

14. To work out rapid fire range in conjunction with Dark Eldar Nightshields, reduce only the maximum range of the weapon by 6". This means a bolter would effectively fire at 18" and would still double-tap a nightshielded vehicle within 9 inches.

15. When a unit with the Brotherhood of Psykers/Sorcerers is affected by The Crucible of Malediction, remove the entire unit from play.

16. The Crucible of Malediction may not be used when embarked in a transport that moves flat out.

ELDAR

GENERAL

1. Check the template section at the bottom of this document for the Serpent Shield's Fire Arc.

2. The Monofilament rule allows to wound any target on the roll of a 6 regardless of their toughness.

3. The Crystal Targeting Matrix upgrade will still force snapshots when firing at flyers.

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 loose 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.

5. 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.

6. Runes of Warding only come into play when the psyker is directly targeted by a power.

7. 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.

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 looses one single hullpoint instead

FAST ATTACK

1. Swooping Hawks that have Gone To Ground cannot use Skyleap.

2. A Hemlock Wraithfighter can never benefit from Psychic Focus and will only know Terrify as a result

IYANDEN SUPPLEMENT

GENERAL

1. Iyanden primary detachments cannot ally with Eldar allied detachments but do follow the Eldar ally matrix.

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. The Tank Commander may be your Warlord regardless of the Highest Ld rule.

3. Yarrick may be your army's Warlord even though he himself is a Senior Officer. All other restrictions of Chain Of Command still apply.

4. A Tank Commander may be your Warlord.

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.

NECRONS

GENERAL

1. Reanimation protocols always apply, irregardless of how the model was killed (so even if it was removed from play), but not when a unit has been caught in a sweeping advance. Reanimation protocols are checked before the "End Of Combat Pile-In stage" and as such, if the combat is ongoing, models whose Reanimation Protocols are successful must pile-into that combat.

2. Models affected by entropic strike do lose their armour save even if a special rule (like Feel no pain for instance) allows them to ignore the consequence of failing the armor save. Affected models do not count as another subgroup for wound allocation.

3. Quantum shielding is deactivated even though living metal and symbiotic repair cancel the effect of the penetrating hit.

4. In case of several Mindshackle scarabs bearers engaged with an enemy unit, the effect of the scarabs is always randomized, determine each result separately. The victim of several mindshackle scarabs will take as many tests as mindshackle scarabs affecting it, but will never throw more than 1 d3 hits.

5. ~~Mindshackle scarabs allow for the use of force weapon special rules, but do not prevent the bearer from using defensives items like psychic hoods against his own attacks.~~

6. Smash attacks cannot be invoked as a result of failing a mindshackle test.

7. For ever living reanimation protocol purpose, the ever living counter used should be equal to the basesize of the model.

8. Wounds caused by a lightning field do not count towards combat resolution.

9. Passengers are not affected by the effect of a "shaken" or "stunned" result cancelled by living metal.

10. A Necron character that dies in a challenge and passes their Reanimation protocols roll remains locked in the challenge.

11. Wounds from a Tesla Arc cannot be allocated to models out of Line of Sight of range of the firing unit.

12. Tesla Arc affects Zooming Flyers and Swooping Flying Monstrous Creatures.

13. A unit affected by multiple nightmare shrouds will take a morale test for each one they have been targeted by.

14. When a chariot returns to play, it does so with all the effects it had when it generated an everliving counter. If it suffered a penetrating hit it will still have lost Quantum Shielding, and if it suffered a weapon destroyed result it will return without that gun.

15. Necrons can not make use of Veil Of Darkness to deepstrike onto the board from Reserves.

HQ

1. If a unit containing two royal court members is wiped out, roll for ever-living and if both members come back up, they must be placed back on the table in unit coherency within 3' of where one of them stood before getting wounded.

2. ~~Each royal court member brings his value in points to the unit he joins for the purpose of army points calculation.~~

3. Sweep attacks do not allow close combat only saves (like DE Dodge or GK nemesis weapons saves).

7. Imotekh's lightning bolt hits allow cover saves from wargear, or ~~area~~ terrain ~~or moving flat out with a skimmer.~~ A Chronometron can apply to any dice rolled as a consequence of Lord of the storm. Lord of the storm applies even if Imotekh is in reserves or killed. Lord Of The Storm does not allow Jink Saves, and will hit units on a 6 even if they are under the effects of Invisibility, are Flyers or FMC's and the likes. Lord of the storm only goes off in the shooting phase of the active Necron player.

4. ~~Symbiotic Repair cannot be used to negate an Immobilized result for a Command Barge which moved flat out.~~

5. A squadron vehicle under "Mind in the machine" can target a vehicle from the squadron he belongs to but cannot be allocated any damage suffered by the squadron. "Mind in the machine" is not affected by Nightfighting and does not allow the use of vehicle equipment/wargear that is not a weapon such as a searchlight.

6. ~~The Voltaic Staff inflicts 'Haywire' AP- damage for every hit scored against vehicles in addition to the normal damage caused by its S5 shooting.~~

7. Solar pulse is to be used before any movement is completed in the turn. When a Solar Pulse is in play, the player starting his turn will allow time for deciding/declaring if the item is to be used before starting his turn, preferably by asking his opponent to use it before he starts moving any models. If two Necron armies are facing each other, two Solar Pulse can be used to cancel out the effects of each other.

8. Anrakyr's power (and any other special rule of wargear that requires LoS) can't be used while aboard of a vehicle (regardless of it's type).

9. Trazyns surrogate host special rules is a "new roll" that can be re-rolled by a chronometron.

10. If by chance Vargard Obyron has picked the relic (by being part of a scoring unit), he can use its Ghostwalk Mantle. If the total distance of the movement using the Mantle (including scatter) is higher than 6 inches, the relic is dropped at the initial point of movement.

11. Obyron`s Cleaving Counterblow works only in a challenge, or if he is the only eligible model remaining to be targeted.

12. Imotekh`s Lord of Storm Ability does not allow cover saves from the obscured model source.

13. A chariot that Jinks will not confer the Jink Special rule to wounds that are taken on the rider.

14. Although a chariot and its passenger is treated as a single model, only hits allocated to the embarked model may benefit from the 3++ save generated by the Phase Shifter.

15. A model returning to play using Phylactery will regain D3 wounds. If embarked upon a Chariot, the chariot only ever regains one hullpoint.

16. The effect of multiple Gloom Prisms does not stack.

FAST ATTACK

1. When performing hit & run from a unit with whip coils, take into account the initiative modifier(s).

ELITES

1. Deathmarks are deployed as soon as they, or their transport for that matter, succeed the reserve roll. Nominate your marked unit immediately once the unit or its transport is placed on the table

HEAVY SUPPORT

1. To define if/which cover saves apply, and which vehicle facing is hit, use the Death Ray's weapon mount as normal. A Death Ray follows it's own shooting restrictions instead of the normal targeting sequence and bypasses any need to snapshot. The Doom Scythe is free to shoot it's Tesla weapon at any one unit that is hit by the Death Ray, or another target if none is hit by the Death Ray. The only restriction is that the Death Ray's 'line' cannot be drawn across close combat. The Doom Scythe's Death Ray may still place its initial point and draw its line anywhere within 360 degrees of its weapon, but may only allocate wounds to models within the LOS of the Hull Mounted Death Ray, although hits from the Death Ray may be attributed to models outside it's field of fire due to the fire arc. If a Necron player decides to shoot its Tesla weapon first, the line of the Death Ray must be announced in such a way that the line would potentially cross the targeted unit before rolling the distance.

2. Monolith Portal of Exile can affect models engaged in close combat ~~(also see III Shooting 5.3).~~

3. ~~Canoptek scarabs spawned by Canoptek Spyder surrender army points in the same way as normal Canoptek scarabs. In order to compute the half strength of such units for victory points, take into account the maximum size the unit has reached during the game which is equald to the number of initial scarabs plus the number of spawned scarabs. This will require Necron player to keep track of spawned scarab bases and which unit they joined on their army list.~~

4. The Gloom Prism works for the first targeted model if the unit in which the model is part of is the spider unit with the prism or in 3 inches of the spider unit with the prism. No other model other than the first targeted model can use the prism roll to nullify a psychic power.

5. ~~The Death Ray only affects models on one level of a ruin.~~

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

ORKS

GENERAL

1. When the bearer of a KFF embarks unto a vehicle or building, the invulnerable save s 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. The bearer of the lucky stick can re-roll any combination of his **failed** to hit, to wound, or saving throws.

ELITES

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

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

8. Models with the supporting fire special rule may use it while embarked inside of a building, measure range to and from the hull of the building. The building itself is never considered a friendly unit for the purpose of supporting fire.

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.

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 codex tau empire 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.

4. ~~When Farsight (or another commander with "Through Boldness, Victory") and his unit deepstrike onto the board by use of Gate of Infinity or another such effect, he will not scatter.~~

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, first roll to hit with the markerlights. 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.

FARSIGHT ENCLAVES

GENERAL

1. The Earth Caste Pilot Array is restricted to One per army 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.

FAST ATTACK

1. Spore Mines generated by Spore Burst act normally on the turn they are generated and as such can charge into combat.

HEAVY SUPPORT

1. A Mawloc making use of Terror From The Deep cannot choose to deepstrike onto an ongoing close combat initially. If the Mawloc happens to scatters into a combat, models will be affected. Terror From The Deep is not affected by Invisibility.

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.

SPACE MARINES

GENERAL

1. ~~Vehicles may not take invulnerable or cover saves versus Grav weapons. The grav rule and effect of multiple immobilize results do stack, so rolling two 6s for armor penetration with grav weapons results in the target vehicle losing 3 Hull points. In case of mixed armor, consider the majority armor to wound to be the highest, the same as with toughness. 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 TFC under the Iron Hands Chapter Tactics does not benefit from the IWND special rule.

3. 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.

HQ

1. Chapter Masters - A chapter master can't use his Orbital Bombardment if embarked in a transport vehicle without fire points.

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.

4. ~~Command Squad - Apothecaries in a Command Squad can't take upgrades as though they are a 'Veteran'.~~

VEHICLES

1. Optional Landraider weapons, and this for any version, 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.

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.

BLOOD ANGELS

GENERAL

4. Descent of Angels - Re-rolls must be made as reserve rolls are taken, 1 unit at a time. All Blood Angel models with a Jump Pack have the Descent of Angels Special Rule, even if not stated as a Special Rule in their entry.

5. Wounds caused by Blood Talons additional attack can be allocated freely by the player controlling the targeted unit.

HQ

1. ~~Blood Lance - When successfully casting Blood Lance, first check LOS and pick your target. Then check range to the target using 4d6. Draw a line from the librarian's base to the target the length of the previously rolled 4d6 : every enemy unit crossing the line is considered to be automatically hit by the Lance. Proceed to roll to wound and allocate Wounds as normal.~~

ELITES

1. Sanguinary Priests - If several Sanguinary Priests are bought as one Elite choice they are still deployed as separate (Independent Character) units.

2. Upgrading a Furioso Dreadnought to a Furioso Librarian doesn't allow access to other Furioso upgrades (all gear is replaced).

3. A Frag Cannon only generates 1d3 hits when firing in overwatch.

TROOPS

1. IC's joined to a Death Company are not considered members of the Death Company for the purpose of Liturgies of Blood.

2. While Death Company are never scoring, any dedicated transport bought for them will benefit from the Objective Secured rule if taken within a Detachment that benefits from said rule.

HEAVY SUPPORT

1. Whilst the Stormraven is on its base, only if the base is actually in or on the terrain would the model count as being in or on the terrain.

2. If a Stormraven is immobilized while in Hover mode over other models, mark it as such and leave it on its base.

SPECIAL CHARACTERS

1. The Far-Seeing Eye does not allow to re-roll the dice to check if one more turn will be played or not.

DARK ANGELS

1. Techmarines don't open any type of command squad slot.

2. 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.

3. 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.).

4. Dark Vengeance special characters are allowed, as long as the player has the relevant rules.

5. Dark Angel Command squad model upgrades are applied in whatever order you wish, so you can have an apothecary carrying a banner.

6. The Banner Of Devastation applies to all Boltguns as defined in the Warhammer 40,000 rulebook.

7. A power field generator will not affect a transport the unit carrying it is embarked upon.

SPACE WOLVES

GENERAL

1. Models bearing a Wolftooth Necklace will always hit opposing models on the roll of 3+, even if they are under the effect of invisibility, as long as the models being hit have a WS value.

2. A model wearing a Wolftail Talisman that is targeted by a Psychic Power will deny that power on the roll of a single 5+.

HQ

1. Independent Characters on a Thunderwolf Mount are not Thunderwolf Cavalry, as such they may only join units of Thunderwolf Cavalry or Fenrision Wolves as per the rules for the Thunderwolf Mount. This means that two or more IC's on thunderwolf mounts may not join each other, unless they are also attached to a unit of Thunderwolf Cavalry or Fenrisian Wolves.

2. Chooser of the Slain - If the Chooser can trace LOS to the target then the Priest gains +1BS.

3. Chooser of the Slain does not prevent a unit from outflanking within 18" of it.

4. Units disembarking from a deep-striking vehicle are considered to be deep-striking themselves as far as Tempest's Wrath is concerned.

5. Different types of force weapons cannot be used to differentiate SW HQs as far as Leaders of the Pack is concerned.

6. 2 SW HQ's can be selected instead of one in an allied detachment

7. All Runic Weapons are unusual force weapons

8. When Logan Grimnar uses his High King ability, it applies to the unit he is currently with. If Logan joins another unit in the movement phase, the ability is not transferred to the new unit and the old unit does not retain the ability as they are no longer joined to Logan. The High King ability cannot be used on the turn Logan Grimnar arrives from Reserves.

9. Njall has an unusual Force Stave. The various abilities of Njal's storm all affect Swooping Flying Monstrous Creatures and Zooming Flyers

ELITES

1. A combi-weapon replacing a storm bolter can be fired at the same time as a cyclone missile launcher.

2. ~~Each wolf guard brings his value in points to the unit he joins for the purpose of army points calculation.~~

3. Iron Priests : a roll of "1" to repair always fails.

FAST ATTACK

1. Any Land Speeder in a squadron can be upgraded to Typhoon.

2. A unit of Fenrisian Wolves and any vattached characters can never claim objectives.

GREY KNIGHTS

1. Shunt can be used instead of disembarking from a vehicle. Measure the move from the vehicle hull.

2. A unit with a Null Rod can cast psychic powers providing they don't affect their own unit (Smite being a good example). A Null Rod only works vs powers that directly target the bearers unit. The unit in question

will still suffer the benefits/penalties of psychic powers in effect on other units (like Invisibility or Iron Arm).

3. An Inquisitor armed with a Daemonblade becomes a psyker with mastery level 1 with the result of 11-12 on the chart, but he knows no psychic spells to speak of.

4. The effects of Psychotroke grenades always override specific or general rules in other armies' codexes. Stubborn units and large ork mobs are still reduced to ld2, and the banshee mask special rule is still overridden just to give a few examples.

5. The Initiative test for Empyrean Brain Mines is subject to modifiers like Psykout Grenades, effects from Psychotroke Grenades and so on.

6. ~~The shrouding psychic power affords vehicles and/or monstrous creatures a 6+ cover save, unless if the vehicle or the body of the MC was covered for 25%, in which case they have a cover save one better than from the terrain feature providing the save.~~

7. ~~The Crucible's attack is always worked out against the KOTF or the Justicar, or a random non-character model in the squad if they are dead or removed from play already.~~

8. ~~Cleansing flame targets individual models so there is no wound allocation, it allows invulnerable saves.~~

9. ~~One-man Paladin units can be joined by Independant characters.~~

10. Treat the Heavy Incinerator as a torrent weapon.

11. Polymporhine hits cannot affect embarked units and does not allow cover saves.

12. A mindstrike missile causes a single Perils of the Warp affect on a unit with Brotherhood of Psykers regardless of the number of hits the template has per unit. Apply perils before blast wounds. For example, two mindstrike missiles hit a squad with a total of six models hit, apply two Perils of the Warp hits then the six st4 ap5 hits.

13. Any model with the psyker special rule that ends up under the final position of the template from a Mindstrike Missile will suffer a Perils of the Warp. For each such hit.

14. ~~A librarian cannot cast the summoning after having been moved by a transport vehicle.~~

15. A transport vehicle with a psyker embarked does not count as unit containing a psyker for the purpose of the psyocculum.

16. ~~Passangers of a GK transport are affected by the subsequent effect of a "shaken" or "stunned" result even if Fortitude cancels the corresponding damage during its Movement phase.~~

17. "I've been expecting you" applies to any unit arriving from reserve passing within 12' and in LOS of Coteaz during their movement, 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 (gate of infinity,

Ghostwalk Mantle, …) <u>without actually arriving</u> from reserves are exempt from this rule.
A misplaced unit deployed within range of a warp quake will not suffer a second Deep Strike mishap.

18. ~~The effects of multiple Hammerhands are cumulative.~~

19. Models shooting because of "I've been expecting you" are not considered as having moved if they did so in their preceding movement phase.

20. A Psychic Pilot casting Banishment draws LOS from any part of its Hull.

21. A unit benefiting from Unyielding Anvil will also benefit from the Objective Secured rule.

22. A unit with the Reinforced Aegis special rule that is targeted by a Psychic Power is allowed to reroll any deny the witch roll. If the unit choses to do so, the reroll will include all dice rolled, not just the failed ones.

2. When using an orbital bombardment, servo skulls may be used to diminish the scatter distance.

ADEPTA SORORITAS

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.

INQUISITION

1. ~~Unlike their GK brethren, Psykers from C:I can roll for Malefic Daemonology powers~~. Psykers from this book will also perils on any roll of a double when casting ~~Malefic or~~ Sanctic powers.

2. Any C:I Henchmen Warbands will not benefit from the 'Objective Secured' special rule when they become scoring.

VEHICLE TEMPLATES

We recommend the use of the following templates when it is difficult to decide the facings involved in a particular situation. Hold the template above the vehicle, or replace the vehicle with the template in order to precisely determine facings (remember to carefully mark a model's position with dice or any other mean before removing it in order to precisely put it back in place). The templates can also be used to mark vehicle craters resulting from explosion.

WAVE SERPENT SERPENT SHIELD FIRE ARC

22,5°   22,5°

Serpent Shield Fire Arc