

WARHAMMER 40,000

RULEBOOK

Official Update Version 1.6

Although we strive to ensure that our rules are perfect, sometimes mistakes do creep in, or the intent of a rule isn't as clear as it might be. These documents collect amendments to the rules and present our responses to players' frequently asked questions. As they're updated regularly, each has a version number; when changes are made, the version number will be updated, and any changes from the previous version will be highlighted in **magenta**. Where a version number has a letter, e.g. 1.1a, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

ERRATA

Page 177 – Moving

Add the following sentence to the end of the first paragraph:

'No part of a model or its base can be set up or moved over the edge of the battlefield.'

Change the second paragraph to read:

'If the datasheet for a model says it can **FLY**, then during the Movement phase it can move across models as if they were not there, and when moving across terrain features, vertical distance is not counted against the total it can move (i.e. moving vertically is free for this model in the Movement phase). If the datasheet for a model says it can **FLY**, then during the Charge phase it can move across models (other than **BUILDINGS**) as if they were not there.'

Page 177 – Movement Phase

Add the following text to the end of the Movement phase section:

Aircraft

If a unit can **FLY** and it has a minimum Move characteristic (or if it has a damage table on its datasheet that includes any minimum Move characteristics), that unit gains the **AIRCRAFT** keyword.

Whenever a model makes any kind of move, it can be moved within 1" of enemy **AIRCRAFT**, and it can be moved across such models (and their bases) as if they were not there, but it cannot end the move on top of another model (or its base), and it cannot end the move within 1" of any enemy units.

If, when a unit is selected to move in the Movement phase, the only enemy units that are within 1" of it are **AIRCRAFT**, then it can still make a move (i.e. it does not have to Fall Back in order to move).'

Page 178 – Re-rolls

Change this paragraph to read:

'Some rules allow you to re-roll a dice roll, which means you get to roll some or all of the dice again. If a rule allows you to re-roll a result that was made by adding several dice together (e.g. 2D6, 3D6, etc.) then, unless otherwise stated, you must roll all of those dice again. You can never re-roll a dice more than once, and re-rolls happen before modifiers (if any) are applied.'

Page 179 – Choose Unit to Shoot With

Change the fourth sentence to read:

'Unless otherwise noted, each model in the unit attacks with all of the ranged weapons it is armed with – if a model in the firing unit has any weapons that can only be used once per battle, you can choose whether or not the model will fire that weapon.'

Page 179 – Choose Ranged Weapons

Change the last sentence of the first paragraph to read:

'In either case, at the same time that you choose targets for the shooting unit's attacks, you must declare how you will split the shooting unit's shots; then resolve all the shots against one target before moving on to the next.'

Page 181 – Ignoring Wounds

Add the following as a boxout on this page:

Ignoring Wounds

Some units have abilities that allow them to ignore the damage suffered each time it loses a wound (e.g. Disgustingly Resilient, The Flesh is Weak and Tenacious Survivor). If a model has more than one such ability, you can only use one of those abilities each time the model loses a wound.'

Page 182 – Choose Targets

Change the third sentence of the second paragraph to read:

'In either case, at the same time that you choose targets for the unit's close combat attacks, you must declare how you will split the unit's close combat attacks; then resolve all attacks against one target before moving on to the next.'

Page 183 – Choose Melee Weapon

Change the second sentence to read:

'In addition to their other weapons, all models are assumed to be equipped with a close combat weapon, which has the following profile:'

Page 183 – Close combat weapon

Change the AP characteristic to read '0'.

Page 183 – Embark

Change the first sentence to read:

‘If all models in a unit end their move within 3" of a friendly transport in the Movement phase, they can embark within it.’

Add the following sentence to the end of the third paragraph:

‘Units cannot declare a charge during the same turn that they disembarked from a destroyed transport.’

Page 186 – The Warlord

Change the first sentence to read:

‘Once you have mustered your army, nominate one of your models to be your Warlord (this cannot be a model with the Fortifications Battlefield Role).’

Page 200 – Deployment

Change this paragraph to read:

‘After terrain has been set up, the Defender sets up three of their units wholly within their deployment zone – one of these units must have the Troops Battlefield Role. The Attacker then selects three of their units to serve as their patrol and sets them up wholly within their deployment zone – one of these units must have the Troops Battlefield Role. All other units arrive later in the battle using the Reserves rules (pg 194).’

Pages 204 and 206 – Deployment

Change the penultimate sentence to read:

‘The Attacker then sets up as many of their units as they wish wholly within their deployment zone.’

Page 214 – Organised Events

Replace this boxout with the one at the end of this document.

Page 215 – Sudden Death

Change point 2 to read:

‘If at the end of any turn after the first battle round, one player has no models on the battlefield, the game ends immediately and their opponent automatically wins a crushing victory. When determining if a player has any units on the battlefield, do not include any units with the Flyer Battlefield Role – these units cannot operate within a combat airspace indefinitely and they cannot hold territory without ground support. Furthermore, do not include any units with the Fortification Battlefield Role unless they have a unit embarked inside – even the most formidable bastion requires a garrison if it is to pose a threat.’

Pages 218, 219, 220, 221, 222, 223, 230, 231, 232, 233, 234, 235, 261 – Deployment

Change ‘A player’s models must be set up within their own deployment zone’ to read:

‘A player’s models must be set up wholly within their own deployment zone.’

Page 226 – Using Tactical Objectives

Add the following to the end of the paragraph:

‘Unless otherwise stated, a player controls an objective marker if they have more models within 3" of the centre of it than their opponent.’

Page 229 – 62, Witch Hunter

Change the rules text to:

‘Score 1 victory point if at least one enemy **PSYKER** unit was destroyed during this turn.’

Page 242 – Battlefield Role Slots

Change the last sentence of the second paragraph to read:

‘For example, in order to take a Battalion Detachment – which you can see on the facing page – you must select three units with the Troops Battlefield Role, and cannot include more than six Troops units in the Detachment.’

Page 242 – Understrength Units

Change the second paragraph to read:

‘If you are using Power Ratings, you must still pay the Power Rating cost as if you had a minimum-sized unit, even though it contains fewer models. If you are using points, you only pay the points for the models you actually have in an understrength unit (and any wargear they are equipped with). An understrength unit still takes up the appropriate slot in a Detachment. If you are playing a matched play game, you can only include an understrength unit in an Auxiliary Support Detachment.’

Page 243 – Battalion Detachment, Command Benefits

Change this Detachment’s command benefits to read ‘+5 Command Points.’

Page 243 – Brigade Detachment, Command Benefits

Change this Detachment’s command benefits to read ‘+12 Command Points.’

Page 248 – Woods

Change the last sentence of the first paragraph of rules text to read:

‘Other units only receive the benefit of cover if at least 50% of every model is obscured from the point of view of the shooting model.’

Page 248 – Ruins

Change the first paragraph of rules text to read:

‘Unless they can **FLY, VEHICLES, MONSTERS, CAVALRY** and **BIKERS** can only be set up or end their move on the ground floor of ruins.’

Change the third paragraph of rules text to read:

‘**INFANTRY** units that are entirely on or within a ruin receive the benefit of cover. Other units that are entirely on or within a ruin only receive the benefit of cover if at least 50% of every model is obscured from the point of view of the shooting model.’

Page 249 – Craters

Change the first paragraph of rules text to read:

‘**INFANTRY** units that are entirely within a crater receive the benefit of cover.’

Page 249 – Barricades

Change the first sentence of rules text to read:

‘When a model targets an enemy **INFANTRY** unit that has all of its models within 1" of a barricade, the target unit receives the benefit of cover if the attacking model is closer to the barricade than it is to the target.’

Page 250 – Imperial Statuary

Change the first paragraph of rules text to read:

‘Units within 3" of Imperial Statuary that are at least 25% obscured by it from the point of view of the shooting model receive the benefit of cover.’

Page 265 – Deployment

Change the first paragraph to read:

‘After the battlefield has been created, the Defender sets up their army wholly within their deployment zone. The Attacker then sets up their army wholly within their deployment zone.’

Page 269 – Deployment

Change the first paragraph to read:

‘The Defender sets up their army wholly within their deployment zone. The Attacker then sets up their army wholly within their deployment zone.’

Page 271 – Deployment

Change the penultimate sentence of the second paragraph to read:

‘Models must be set up wholly within their own deployment zone, more than 9" from the centre of the battlefield.’

DESIGNER’S COMMENTARY

The following ‘Q and As’ were published alongside Warhammer 40,000 when it was first released. They are designed to clarify certain core rules concepts and as a result each tends to have an accompanying designer’s note, in italics, to help provide further context or to give examples. These questions may be of particular use to those who are new to playing games of Warhammer 40,000, but many are unaware that a separate ‘Designer’s Commentary’ document exists. As a result, we have simply incorporated it into the main Errata and FAQ document.

Q: Can a model take the same wargear option more than once? For example, can a Space Marine Terminator replace his storm bolter with a cyclone missile launcher and another storm bolter, and then replace its ‘new’ storm bolter with a heavy flamer?

A: No. Each bullet-pointed wargear option on a unit’s datasheet can only be used once each time you include that unit in your army.

Q: If a rule modifies a model’s Strength characteristic, and that model is equipped with a melee weapon that also has a modifier (e.g. ‘x2’), could you explain the order in which the modifiers are applied to the characteristics and the weapon’s Strength?

A: First you must determine the model’s current Strength characteristic. To do so apply all modifiers to it that multiply or divide the value, then apply

any that add or subtract to it. Having done this, you then modify this value as described by the weapon’s Strength characteristic.

For example, let’s imagine a model with a basic Strength characteristic of 3 is under the effects of two psychic powers: a friendly one that doubles their Strength characteristic, and an enemy one that subtracts 1 from their Strength characteristic. That model’s current Strength is therefore 5. If this model then fights with a weapon like a power fist, which has a Strength characteristic of ‘x2’, that attack will therefore be resolved at Strength 10.

Q: Are modifiers to dice rolls cumulative in the same way that modifiers to characteristics are?

A: Yes.

For example, if a model has the benefit of cover (+1 to its saving throw) and is wounded by a plasma pistol (AP -3, so -3 to its saving throw), the total modifier to the model’s saving throw will be -2.

Q: Can a dice roll ever be modified above 6?

A: Yes.

Note that in some cases, a roll will only be successful on rolls of 7+. Poxwalkers, for example, have a Save characteristic of 7+, meaning that without at least a +1 modifier to their saving throw (such as that gained from cover) they will not be able to pass the roll.

Q: Can a dice roll ever be modified to less than 1?

A: No. If, after all modifiers have been applied, a dice roll would be less than 1, count that result as a 1.

Q: If a rule or ability grants a re-roll on, for example, ‘hit rolls of 1’ (such as a Space Marine Captain’s Rites of Battle ability) does that effect trigger before or after applying modifiers to the hit rolls?

A: Re-rolls always happen before modifiers, so the re-roll ability is triggered before applying modifiers.

For example, let’s imagine a Space Marine (Ballistic Skill 3+) moves and fires a heavy bolter (a Heavy 3 weapon) whilst within range of a Space Marine Captain’s Rites of Battle ability (allowing you to re-roll hit rolls of 1).

The hit dice are rolled and result in a 1, 2 and 5.

Re-rolls are applied before modifiers. In this example a single dice is re-rolled because of the Captain’s ability, this time resulting in a 3.

Modifiers are applied after re-rolls. In this example there is a -1 modifier to the hit rolls for moving and firing a Heavy weapon. That means that the post-re-roll scores of 2, 3 and 5 are modified to 1, 2 and 4. Comparing the final results to the model’s Ballistic Skill, only one shot hits the target.

Q: When making a hit roll with a supercharged plasma weapon, do you determine whether a '1' was rolled before or after applying re-rolls and modifiers?

A: You apply all re-rolls and modifiers first.

For example, if, after re-rolls and modifiers, the final result is then a 1 (or counts as a 1, as explained above), then the supercharged plasma weapon injures or kills the firer.

Q: If a rule states that an ability triggers on, for example, 'hit rolls of 6+', does this refer to the result of the dice rolls before or after modifiers are applied?

A: It refers to the final result, after re-rolls and modifiers (if any) have been applied.

The only exception to this would be abilities that specifically state, for example, 'unmodified hit rolls of 6', or 'hit rolls of 6 before modifiers are applied.'

Q: Can I use the Command Re-roll Stratagem to re-roll a dice roll made by my opponent?

A: No.

Note that the rules assume that a player always rolls their own dice (instead of asking their opponent, for example, to roll hit rolls, saving throws, etc. on their behalf). That being the case, you can only use the above-mentioned Stratagem to affect dice rolls you make, and not those made by your opponent.

Q: What happens if a unit that has become split up during battle cannot re-establish unit coherency the next time it moves?

A: In this case the unit cannot move.

Note that the rules concerning unit coherency apply any time that a unit is moved, including charging, piling in, consolidating, etc. Again, if a unit cannot end such a move in unit coherency, it cannot make the move.

*Q: Can **CHARACTERS** only perform a Heroic Intervention against enemy units that charged this turn, or can they do so against any enemy unit?*

A: They can do so against any enemy unit.

Note that they can only do so if they end up closer to the nearest enemy model, whether it charged this turn or not.

*Q: Some **CHARACTER** units can include non-**CHARACTER** models – the Genestealer Cults Patriarch and its Familiar 'upgrade', for example. Can such a unit be shot at even if it isn't the closest visible enemy unit?*

A: No. The restrictions on targeting **CHARACTERS** applies to a unit whilst any model in the unit has the **CHARACTER** keyword (and none have 10 or more wounds).

*For example, if a Patriarch takes a Familiar as an upgrade, the Patriarch is a **CHARACTER**, but the Familiar is not. Neither has 10 or more Wounds. Enemies can therefore only target the pair if they are the closest visible enemy models. If the Patriarch is slain and the Familiar is not, enemy units could then target the Familiar freely.*

*Q: If a model cannot shoot at the closest visible enemy unit for some reason (e.g. it is within 1" of one of your units) but the next closest visible enemy unit is a **CHARACTER**, can that model then target the character?*

A: No.

Q: When rolling for abilities such as 'Disgustingly Resilient' or 'Tenacious Survivor' against attacks which inflict multiple wounds, do you roll to ignore each individual wound inflicted by the attack, or do you roll only once to ignore all the wounds inflicted by the attack?

A: Roll to avoid each wound lost separately.

For example, if a model with Disgustingly Resilient fails its saving throw against an attack made by a thunder hammer (Damage 3), you would roll three dice and for each result of 5+ you would ignore a single wound.

Q: When determining whether a model benefits from cover, does the model's entire unit need to be fully on or within terrain, or just the model making a particular saving throw?

A: All of the models in a unit need to be at least partially on or within terrain if any of the models are to receive the +1 bonus to their saving throw.

Note, however, that it is possible for a unit to gain the benefit of cover as it suffers casualties during the Shooting phase by removing those models that are not on, or within terrain. As soon as the last model that was not on or within terrain is slain, the rest of the unit immediately starts to receive the benefit of cover.

Q: What happens when a model fires a weapon that can shoot at targets that are not visible to it (such as a mortar) at a target it cannot see, if the target unit is within range of a piece of terrain that grants it the benefits of cover only when it is obscured by a certain amount from the point of view of the firer (such as a unit within 3" of Imperial Statuary)?

A: The unit receives the benefit of cover.

Q: Is a unit's charge roll the same thing as its charge distance?

A: Yes.

Q: Can you declare charges against units that are not visible to the charging unit?

A: Yes.

Note however that the unit being charged still obeys the normal rules for targeting when it fires Overwatch, and so, if a model cannot see the charging unit, it will not be able to fire Overwatch.

Q: If any of your units are eligible to fight in the Fight phase, can you choose for them not to fight this turn? Also, if any of your units charged in the Charge phase, do they have to fight first in the Fight phase, or can you choose for them to wait until later in the phase?

A: All eligible units must fight in the Fight phase; they cannot 'pass' and wait for another phase. Additionally, a unit must fight when it is its time to do so; it cannot 'hold' in order to fight later in the phase. So if a unit

charged in the preceding Charge phase, it must fight before any non-charging models in the Fight phase (barring any related abilities).

Note that when a model fights, it must do all of its close combat attacks if it can do so – you cannot choose for it not to do so (though you can still choose which weapon it uses for each close combat attack).

Q: If a unit starts the Fight phase within 1" of an enemy unit but, due to casualties suffered and models removed, it is no longer within 1" of any enemy units later in the phase, can it still be chosen to fight?

A: No, unless the unit in question charged this turn it cannot be chosen to fight if there are no longer enemy units within 1". Note that it is possible – if heavy enough casualties have been incurred – that even a unit that did charge may not be close enough, even after a pile-in move, to make close combat attacks. It can still, of course, consolidate.

Q: If a unit starts the Fight phase with no enemy units within 1", but then enemy units that have been chosen to fight move to within 1" of it as a result of their pile-in or consolidation moves, can that unit then be chosen to fight when it is your turn to choose a unit?

A: Yes.

Note, however, that units can only be chosen to fight once per phase.

Q: When piling in and consolidating, does a model have to move as close as possible towards the nearest enemy model, or do they just need to move closer to it?

A: If a model moves at all when piling in or consolidating, it only has to end its move closer to the nearest enemy model than where it started. It is not necessary to move as close as possible (i.e. base-to-base contact).

Note that if a model is in base-to-base contact, it cannot possibly end a move closer to the enemy, and so cannot move when its unit piles in or consolidates.

Q: If a unit piles in or consolidates into a unit it didn't declare a charge against in the preceding Charge phase, does that unit get to fire Overwatch?

A: No.

Remember though that units that charged can only make close combat attacks against units that they declared the charge against, even if pile-in moves, etc. bring them within 1" of a different unit.

Q: When is a unit considered to be 'completely destroyed' or 'wiped out'?

A: These two terms are used synonymously. A unit is considered to be completely destroyed when the last model in that unit is destroyed (also referred to as slain) or flees.

Q: Which player rolls the D6 to see if a vehicle explodes, or if a monster has death throes, etc. when it is destroyed?

A: The player whose model has been destroyed rolls the D6.

Q: In missions where players alternate deploying units, do units that are set up somewhere other than the battlefield still count as a player's deployment choice? What about units that begin the battle embarked within a transport?

A: Units with abilities on their datasheets that allow them to be set up somewhere other than the battlefield must still be 'set up' in that locale, and so still count as a deployment choice. When you choose to set up a transport, declare what units (if any) are embarked inside – these are not separate deployment choices.

For example, two players are deploying their armies for the Only War mission. The mission instructs them to alternate deploying their units. Player A starts by setting up a unit of Ork Boyz on the battlefield. Player B then sets up a unit of Intercessors on the battlefield. Player A then sets up a Battlewagon on the battlefield – as it is a transport, Player A declares it will start the battle with a Warboss and a unit of Tankbustas embarked inside. Player B then sets up a unit of Terminators, but uses their Teleport Strike ability to set them up in a teleportarium chamber instead of on the battlefield. Player A then sets up their next unit, and so on.

Q: Can a Battle-forged army ever have fewer than 0 Command Points?

A: No.

Regardless of how many Auxiliary Support Detachments you take, you can never start a battle with fewer than 0 Command Points.

Q: What is the difference between a unit's Power Rating and its points value? Can I play a matched play game using my army's Power Level instead of its points total? Can I play a narrative play mission using a points total?

A: A unit's Power Rating is a measure of its efficacy on the battlefield. The higher the Power Rating, the more powerful the unit. An army's Power Level is calculated by adding up the Power Ratings of all the units in the army, so an army with a high Power Level is more powerful than one with a low Power Level.

Power Ratings are designed to give players, at a glance, an idea of how mighty a unit is on the battlefield, irrespective of the weapons and wargear it can take (they are actually based on a calculation of the unit's average value, after considering all possible combinations of weapons and wargear the unit can have). They can therefore be used as a quick guide to establish the comparative might of each army, and are intended primarily for open and narrative play games.

Points values are similar, but are designed specifically with matched play in mind because they offer more granularity. Whilst it takes a little longer to work out each unit's points value, doing so enables you to

differentiate between two similar squads equipped with different weapon options, as the points values listed in our books reflect the fact that some weapons are more powerful than others.

There is a relationship between the two – a unit with a high Power Rating will also have a high points value. As a result, it is perfectly legitimate to play a matched play game using Power Ratings instead of points values. Likewise, if you wish to use points values in a narrative or open play game, you can. We recommend both players use the same method as each other, but as long as you both agree, you can decide which method you prefer to use.

Q: Does the pluralisation (or not) of a keyword make any difference to which units the rule applies to (e.g. Terminator vs. Terminators)?

A: No.

Q: If I can choose a keyword for a unit, such as <REGIMENT> for Astra Militarum, could I choose that keyword to be, for example 'BLOOD ANGELS' or 'DEATH GUARD'?

A: No.

In the example above, 'Blood Angels' is a Chapter of the Adeptus Astartes and 'Death Guard' is a Legion of the Heretic Astartes – neither of which are Regiments of the Astra Militarum.

Q: If I create an Astra Militarum Regiment of my own and name them, for example, the 'Emperor's Finest', and I then also create an Adeptus Astartes Chapter of my own choosing, and also call them the 'Emperor's Finest', do the abilities that work on the <REGIMENT> and/or <CHAPTER> keywords now work on both the Astra Militarum and Adeptus Astartes units?

A: No.

The intent of naming Regiments, Chapters, etc. of your own creation is to personalise your collections and not to enable players to circumvent the restrictions on what abilities affect what units. It is also not intended to circumvent the restrictions on which units are able to be included in the same Detachment.

Q: When a model does not have a base, as is the case with many vehicles, what exactly is the 'hull' of the model?

A: The hull of these models refers to the main body of the model. It does not include things such as turrets, sponsons, aerials, banners, spikes etc. If there is still doubt, we recommend both players agree about what constitutes the hull of such models before the battle begins.

Q: What is the difference between a keyword and a Faction keyword?

A: The only real difference is that Faction keywords are used when building an army; when Battle-forging an army, for instance, you will often only be able to include units in the same detachment if they share the same Faction keyword. Also, if you are playing a matched play game, you will need to have an Army Faction – this is a Faction keyword that is shared by all of the units in your entire army (with the exception of those that

are Unaligned). Once the battle has begun, there is no functional difference between a keyword and a Faction keyword.

*For example, when creating a Battle-forged army for matched play, I take two Patrol Detachments; the first contains only units with the **HERETIC ASTARTES** Faction keyword, and the second contains only units with the **DAEMON** Faction keyword. My Army Faction is '**CHAOS**' because this is a Faction keyword every unit in the entire army shares.*

*Once the battle has begun, the distinction between keywords and Faction keywords no longer has any effect – both are used to interact with abilities identically. Imagine, then, that the **HERETIC ASTARTES** Detachment contains a unit of Possessed (which does not have the **DAEMON** Faction keyword, but does have the **DAEMON** keyword), and I choose for them to replace their <**MARK OF CHAOS**> keyword with **KHORNE**. If the **DAEMON** Detachment contained a Herald of Khorne, his ability to 'add 1 to the Strength characteristic of all **KHORNE DAEMONS**' would also apply to the unit of Possessed, as they have both the **KHORNE** and **DAEMON** keywords.*

Q: Several missions refer to different types of victory – minor victory, major victory, heroic victory, etc. Do the different types of victory mean anything?

A: Only for determining bragging rights post-battle.

FAQs

GENERAL QUESTIONS

Q: If a rule says that I can do something (for example, 'when a Morale test is taken for this unit, you can re-roll the dice'), does that mean I have to do that thing, or is it optional?

A: If a rule says you can do something, it is entirely up to you to decide if you want to do that thing. For example, if a rule states 'when resolving an attack made with this weapon, you can re-roll the hit roll', that is permitting the player to do that thing. Compare this to 'when resolving an attack made with this weapon, re-roll a hit roll of 1' – this is an instruction to the player that is not optional.

Q: When creating a Battle-forged army, if a unit has an ability that means it does not take up a slot in a Detachment (such as a Drukhari Lhamaean in a Detachment that also includes an Archon), can I still include one unit with the Dedicated Transport Battlefield Role for each of these units in that Detachment?

A: You can include one unit with the Dedicated Transport Battlefield Role for each slot in that Detachment that has been taken up.

Q: Can an Index unit be equipped with a weapon from a codex weapons list (i.e. a Chaos Lord on Bike being equipped with a thunder hammer not previously available to them)?

A: No.

Q: When players roll off (e.g. as part of the Mental Onslaught psychic power), when must any re-rolls be used?

A: Once the original roll-off has been made, both players must declare whether they wish to re-roll the result of their dice, before any re-rolls are made.

Q: If I have access to several abilities that allow me to re-roll a single dice, can I use more than one of these to affect a roll that includes more than one dice? If so, how is this applied?

A: If you have more than one ability that allows you to re-roll a single dice (for example, the Gaze of Fate psychic power and the Command Re-roll Stratagem), you can use both of these to re-roll the same 2D6, 3D6 etc. roll, but must declare any re-roll abilities that you wish to use before any dice are re-rolled. Note that each individual dice that makes up that roll can still only be re-rolled once.

Q: In the Fight phase rules, under Choose Targets, the third sentence states 'This represents the unit fighting in two ranks'. Does this mean I should only fight in two ranks even if I can physically fit more than that (such as with 28mm and 32mm bases), or is this just an abstract description of what this rule does?

A: This was intended to be an illustrative piece of text, creating an image of how models further back would fight. It was not intended to limit the actual number of models that are able to fight. The number of models that can fight is described in the first and second sentence.

Q: If a unit is affected by a rule that forces it to fight after all other units able to fight have done so, such as the effects of the Paroxysm psychic power, the Vexator Mask or the Armour of Russ, can it still be affected by the Counter-Offensive Stratagem?

A: Yes, the Counter Offensive Stratagem allows a unit to fight outside of the normal fight order (i.e. the Stratagem does not give a unit the ability to fight first in the Fight phase, it simply instructs you to pick a unit and fight with it next).

Q: In a Matched Play game, or another game that is using points values, what is the points value of a unit champion (a Sergeant, a Boss Nob, an Exarch etc.)?

A: Unless noted otherwise in the points value entry for that unit, a unit champion has the same points cost as the other models in their unit.

*Q: Can I ever skip a phase, or part of a phase? For example, if my army contains no **PSYKERS**, can I skip my Psychic phase?*

A: No. You must play out all of the phases in a turn, and all parts of each phase. In the example you give, your opponent may have rules or Stratagems that are used in your Psychic phase, and so you cannot skip it.

Q: If a unit has a Strength characteristic of '-', but I need to use that characteristic to resolve a rule (e.g. shooting web pistols or webbers, the Death Grip Stratagem etc.) what value should I use?

A: Substitute the unit's Toughness characteristic for its Strength characteristic for the purposes of resolving such rules.

Q: What does within 1" mean? Does it mean any distance up to 1", or does it mean any distance up to and including 1"?

A: It means any distance up to and including 1".

Q: Can you clarify what the difference is between 'wholly within' and 'within' for rules purposes?

A: If a rule says it affects models that are 'wholly within' then it only applies if every part of the model's base (or hull) is within. If a rule says it affects models that are 'within', however, then it applies so long as any part of the model's base (or hull) is within.

If a rule says it affects units that are 'wholly within' then it only applies if every part of every model's base (or hull) in that unit is within. If a rule says it affects units that are 'within', however, then it applies so long as any part of any model's base (or hull) in that unit is within. If a rule says it affects units if every model in that unit is 'within' then it applies so long as any part of every model's base (or hull) is within.

For example, units gain the benefit of cover if every model in the unit is either on or within terrain. So long as all the models in that unit are either on or partially within the terrain, they gain the benefit of cover.

Q: When a rule refers to the 'nearest' unit/model, and two are equidistant, who decides which is the nearest?

A: Unless stated otherwise, the player controlling the unit that is using the rule decides.

For example, if a psyker manifested the *Smite* psychic power, and two enemy units were both exactly 4" away, the player controlling the psyker could choose which is the 'closest' and hence which suffers damage from the power.

Similarly, if in your Shooting phase an enemy **CHARACTER** and another enemy unit were both exactly 10" away from your firing model, you could choose which is the closest before resolving the shots – so you could choose to shoot the Character if you want. If two enemy Characters are equidistant from a firing model (and there is no other closer enemy unit) then the firing model's controller can choose which of the two Characters is closest before resolving the model's shots. Note that it cannot choose for them both to be the closest, so cannot split its fire between the two.

If neither player controls the origin of the rule in question (e.g. if a mission's rules include gigantic rocks that are crashing indiscriminately into the battlefield) then the players should roll off. Whoever wins decides which unit/model is nearest.

Q: Can I set up a unit, or finish any sort of move with a unit, so that its models form several separate groups (where each group consists of models from that unit that are within 2" horizontally and 6" vertically of at least one other model from their group)?

A: No. The unit must set up or finish any sort of move as a single group.

Q: If a unit is out of unit coherency, must that unit move to re-establish unit coherency, or can the unit remain stationary, thus staying out of coherency?

A: The unit can choose to remain stationary.

Q: If a unit cannot make any sort of move (including pile-in and consolidation moves) and end that move in unit coherency, can it make that move?

A: No.

Q: If one of my units shoots an enemy unit in which only one model is visible, and I resolve the attacks one at a time, slaying that model before I have resolved all of my unit's attacks, what happens to the rest of the attacks – are they wasted?

A: No. You determine the number of attacks the firing unit will make against the target unit before any of those attacks are made (i.e. before any hit rolls are made). If you are resolving these attacks one at a time and your opponent removes the only visible model as a casualty, you still continue to resolve the remainder of the firing unit's attacks against that target.

Q: If a model whose attacks always hit on a specific roll (such as a Vindicare Assassin or Dark Reaper's ranged attacks) targets a unit that can only be hit on a specific roll (such as a unit under the effects of the Pathfinders Stratagem), which rule takes precedent – the attacking model's or the target unit's?

A: The attacking model's ability takes precedence.

Q: For rules that modify a weapon's characteristic(s), if that characteristic is a random value, how is the modification applied? For example, if a rule increases a weapon's Damage characteristic by 1, and the weapon's normal Damage characteristic is 'D3', what is its modified characteristic?

A: Any such modification is applied after the random result is rolled. In the example given, the modified characteristic would be D3+1.

*Q: Can a unit fire Overwatch at a **CHARACTER** if, when it declares its charge at them, there are other visible enemy models that are closer?*

A: Yes.

Q: Can I use the Command Re-roll Stratagem to retroactively re-roll a dice? For example, if I take a Psychic test, and then my opponent successfully Denies the Witch, could I use the Stratagem to try and increase the result of the original Psychic test?

A: No. You must use the Stratagem as soon as you have rolled your dice, before anything else occurs.

*Q: Do units that are not **INFANTRY** (**VEHICLES**, **MONSTERS**, etc.) gain the benefit of cover from woods, ruins etc. if they are at least 50% obscured by that piece of terrain but are not actually on or within it?*

A: No. Unless they are **INFANTRY**, such a unit must meet the two following conditions to gain the benefit of cover:

- All of its models must be either on or within the terrain.
- The unit must be at least 50% obscured from the point of view of the firer (note that it doesn't matter what is obscuring the target, only that it is obscured).

Q: If a rule allows me to re-roll Damage rolls of 1, and the Damage characteristic for a weapon is D3, do I re-roll the D6 rolls of 1 and 2 (which are halved to get the D3 result) or only the original D6 rolls of 1?

A: In this case, you re-roll the D3 result (so you re-roll rolls of 1 or 2 made on the D6).

*Q: Two enemy **INFANTRY** units are within 1" of each other and in the same piece of terrain. Do they both receive the benefit of cover against shooting attacks made with Pistols by the other unit?*

A: Yes.

Q: If my unit, which is equipped with Pistols, is within 1" of an enemy unit in the Shooting phase, but the closest enemy unit to some of the models in my unit is actually another enemy unit (i.e. not the enemy unit that is within 1" of my unit), which unit do those models shoot at?

A: Each individual model in your unit can shoot its Pistols at the closest enemy unit, whether it is the unit within 1" of the firing model's unit or not (in such circumstances, the firing model can shoot the closest unit even if other friendly units are within 1" of it).

Q: In the narrative play missions that use the Reserves mission rule, what happens with units such as Terminators that have abilities that allow them to be set up on the battlefield mid-battle? Can they be set up at the end of any Movement phase, as indicated by the ability, or can they only do so when they arrive from Reserves?

A: If the unit is deployed somewhere other than the battlefield (for instance, in a teleportarium chamber) then it is only set up on the battlefield when it arrives from Reserves.

Q: Some rules allow me to add models to a unit during the battle (e.g. the Poxwalker's Curse of the Walking Pox ability). Where are those models set up?

A: Unless otherwise stated, these new models are placed anywhere that is more than 1" from any enemy model and still within unit coherency of a model in its own unit that was itself on the battlefield at the start of the phase in which the new model was created. Note that if you cannot set up a new model on the battlefield because there is no room, it is simply not set up.

Q: Is it possible to use a Stratagem from one codex to target a unit from another?

A: Unless otherwise specified, yes, so long as the unit the Stratagem is being used on has the appropriate keywords (note that *Codex: Chaos Daemons*, *Codex: Tyranids* and *Codex: Space Marines* are examples that specify otherwise in their relevant FAQs, errata and codex).

For example, you can use the Tide of Traitors Stratagem from *Codex: Chaos Space Marines* on a unit of Cultists from a Death Guard Detachment (from *Codex: Death Guard*) if your army has both an **ALPHA LEGION** Detachment and a **DEATH GUARD** Detachment in a single Battle-forged army. Also note that the only requirement to have access to Stratagems is that you have a Detachment of the appropriate Faction.

*Q: For the purposes of the Strategic Discipline matched play rule, are Stratagems with identical names that appear in different codexes (e.g. 'Veterans of the Long War', which is a Stratagem in *Codex: Chaos Space Marines*, *Codex: Death Guard* and *Codex: Thousand Sons*) considered to be the same Stratagem?*

A: Yes. This means that, in matched play games, such Stratagems can only be used once per phase regardless of their source. For example, if you use the Veterans of

the Long War Stratagem from *Codex: Chaos Space Marines*, you cannot in the same phase also use the Veterans of the Long War Stratagem from either *Codex: Death Guard* or *Codex: Thousand Sons*.

Q: For the purposes of the Tactical Reserves matched play rule, do units that act separately after they have been set up (e.g. Mek Gunz and their Grot Crew, T'au Battlesuits and their Drones, units that have the Vehicle Squadron ability, etc.) count as being a single unit, or several units?

A: Such units are a single unit for the purposes of the Tactical Reserves rule.

Q: If both players have Stratagems or abilities that are used 'at the beginning of the first battle round but before the first turn begins' (for example, if both players use the Forward Operatives Stratagem from Codex: Chaos Space Marines), who resolves their abilities first?

A: Unless the rule in question says otherwise, the players roll off and, starting with the winner, alternate resolving such rules one at a time.

Q: The rules for Advancing state that you roll a dice and add the result to the Move characteristic of the models in the unit 'for that Movement phase'. If, for whatever reason, I am able to Advance and then move normally with a unit in the same Movement phase, does the number I added to the unit's Move characteristic when it Advanced still apply when I make the normal move with the unit? For example, I have a unit whose Move characteristic is 6". It Advances, and I roll a 6, adding that to its Move characteristic to make 12". If it moves again in the same phase, its Move characteristic is still 12", so can it move up to 12" when making this move?

A: Yes. Note that a unit cannot Advance more than once in the same Movement phase, so the Move characteristic of a unit can only be modified once in this manner.

Q: If a unit with a minimum Move characteristic is affected by an ability which changes its Move characteristic, do I change both its minimum and maximum Move characteristics?

A: Yes. For example, an undamaged Hemlock Wraithfighter has a Move characteristic of 20"-60". If it was affected by the *Doombolt* psychic power, in the following Movement phase, its Move characteristic would be 10"-30".

Q: If a Stratagem instructs you to select a unit from your army at the start of the turn, can I choose one that is not yet on the battlefield (because, for example, it is currently embarked in a Transport or it was set up in a teleportarium chamber during deployment)?

A: No, unless the Stratagem specifically says otherwise.

Q: If I set up a unit on the battlefield as reinforcements at the end of my Movement phase, can I then use any Stratagems that are used 'during your Movement phase'?

A: No, unless the Stratagem specifically says otherwise.

Q: What rules apply to units that are removed from the battlefield after deployment (via abilities, Stratagems or psychic powers),

and are then set back up again on the battlefield?

A: If a rule or ability causes a unit to be removed from the battlefield and subsequently set back up, the following rules apply to that unit:

1. Any rules that are triggered by or apply to units that are 'set up on the battlefield as reinforcements' are also triggered by and apply to that unit when it is set up on the battlefield.
2. Models in that unit count as having moved a distance equal to their Move characteristic that turn (and so suffer the penalty to their hit rolls for moving and firing Heavy weapons). If the unit has a minimum Move characteristic, it counts as having moved its maximum Move characteristic.
3. Models in that unit cannot move again during that turn for any reason, other than to make a charge move, to pile in, or to consolidate.
4. If that unit was within 1" of an enemy unit when it was removed, it does not count as having Fallen Back when it is set back up on the battlefield.
5. If that unit has Advanced during this turn, it still counts as having Advanced after it has been set back up on the battlefield.
6. Any destroyed models in that unit when it is removed are still destroyed when their unit is set back up on the battlefield. If they were destroyed during this turn, they still count towards any Morale tests taken for that unit this turn.
7. Any models in that unit that have lost any wounds do not regain those wounds when they are removed, and will still have lost them when their unit is set back up on the battlefield.
8. Any rules that unit was being affected by when it was removed, and which would continue to affect it for a specific duration (from abilities, Stratagems, psychic powers, etc.), continue to affect that unit until such a point as they would normally have no longer applied. For example, a unit that was within range of an aura ability when it was removed would no longer be affected by that ability if it was set up outside of that aura's range, whereas a unit that was being affected by a psychic power that lasted until the end of that turn would still be affected by it until the end of that turn.

Note that points 5-8 do not apply to any unit set up via the Sustained Assault rule, any unit that has been added to your army during the battle and has been set up (such as those added via the Daemonic Ritual ability), or units set up via any of the following Stratagems: Fresh Converts (see *Codex: Adeptus Mechanicus*), Tide of Traitors (see *Codex: Chaos Space Marines*), Unstoppable Green Tide (see *Codex: Orks*), More Where They Came From (see *Imperium Nihilus: Vigilius Ablaze*), Send in the Next Wave (*Codex:*

Astra Militarum), and Endless Swarm (*Codex: Tyranids*). These Stratagems represent new units joining the fight, rather than the existing units being repositioned on the battlefield.

Q: When a rule allows a model or unit to take an action (move, shoot, charge, fight or attempt to manifest a psychic power) outside of the normal turn sequence, and that rule explicitly mentions to make that action as if it were a different phase of the turn structure to the current one, e.g. 'That unit can shoot as if it were the Shooting phase', do rules that are normally used during that phase (in the example this would be the Shooting phase) take effect? Is the same true of Overwatch attacks?

A: With the exception of Stratagems, all rules (e.g. abilities, Warlord Traits, psychic powers etc.) that would apply in a specific phase apply to actions that are taking place 'as if it were that phase'. However, if a Stratagem specifies that it must be used in a specific phase, then it can only be used in that phase (e.g. you cannot use a Stratagem that says 'Use this Stratagem in the Shooting phase' to affect a unit that is Shooting 'as if it were the Shooting phase'). For the purposes of this FAQ, Overwatch attacks are not considered to be attacks made as if it were your Shooting phase.

Q: If I use a Stratagem such as Auspex Scan or Forewarned to shoot with a unit 'as if it were the Shooting phase', does the restriction on not being able to target an enemy CHARACTER with a Wounds characteristic of 10 or less apply, even though that Stratagem is being used in the Movement phase?

A: Yes.

Q: Are you able to Advance or Fall Back in a different phase when moving 'as if it were the Movement phase' through an ability, Relic, Stratagem etc.?

A: Unless stated otherwise, yes. Note that if you do Advance, and the unit has already Advanced this turn, you should roll the dice again to see how much further the unit moves (i.e. do not use the same roll made when the unit first Advanced this turn).

Q: When a unit is chosen to make a charge move and fails the charge, do they still count as having charged? Specifically, can a unit that has failed a charge move be chosen to pile in – and potentially consolidate – towards the enemy?

A: A unit only counts as having charged if they made a charge move. If a charge fails, and no models make a charge move, they do not count as having charged. As such, they cannot be chosen to fight in the Fight phase (and so cannot pile in or consolidate) unless an enemy unit moves within 1" of them.

Q: Can you perform Heroic Interventions in your opponent's charge phase even if they did not declare any charges that phase?

A: Yes.

Q: Can you ever perform a Heroic Intervention during your own turn?

A: No.

Q: If a unit declares a charge against an enemy unit that is entirely on the upper level of a terrain feature such as a ruin,

Sector Mechanicus structure, etc., but it cannot physically end its charge move within 1" of any models from that unit (either because there is not enough room to place the charging unit, or because the charging unit is unable to end its move on the upper levels of that terrain feature because of the expanded terrain rules for it – as with ruins, for example), does that charge fail?

A: Yes.

Q: When using an ability or Stratagem to fight again in the Fight phase, or fight 'as if it were the Fight phase', are you able to ignore the rules for who is eligible to fight in the Fight phase? For example, a unit is not within 1" of any enemy models and did not charge that turn when I use the Stratagem – can it be selected to fight again in order to pile into an enemy unit that was more than 1" away and fight?

A: No.

Q: When using an ability or Stratagem at the end of the Fight phase to immediately fight again (e.g. Fury of Khorne) and the selected unit moves within 1" of an enemy unit that has not yet fought this phase, after fighting with the unit selected, can that enemy unit now fight even though it's the end of the Fight phase?

A: Yes.

Q: If a rule states that a unit fails its Morale test in a certain roll, but that unit is affected by another rule that says that it automatically passes Morale tests, which rule takes precedence?

A: Rules that say a unit automatically pass a Morale test always take precedence over rules that say a Morale test is failed.

Q: If a rule states that a number of additional models flee a unit when it fails a Morale test, but that unit is affected by another rule that says that no models flee from that unit, which rule takes precedence?

A: Rules that say no models flee from a unit always take precedence over rules that say that a number of additional models flee that unit.

Q: How do we resolve consecutive use of Stratagems that cancel other Stratagems (e.g. what happens if a player uses Agents of Vect in order to try and stop another player's using A Plan Generations in the Making)?

A: The Stratagem used last must be resolved completely first.

For example, let's say a Drukhari player declares the use of the 'Lightning-fast Reactions' Stratagem. A Genestealer Cults player declares the use of the 'A Plan Generations in the Making' Stratagem on 'Lightning-fast Reactions'. The Drukhari player then declares the use of 'Agents of Vect' on 'A Plan Generations in the Making'. The Drukhari player resolves Agents of Vect first, rolling one D6 to see if their Stratagem successfully stops 'A Plan Generations in the Making'. If it does, then after refunding any CPs as directed (or not), A Plan Generations in the Making is not considered to have been used and Lightning-fast Reactions is resolved as normal. If Agents of Vect fails to stop A Plan Generations in the Making, the Genestealer Cults player can now resolve their Stratagem, rolling one D6 to see if they can stop Lightning-fast Reactions in the normal manner.

REINFORCEMENTS

Q: If a rule creates a new unit during the battle in a matched play game and adds them to my army, must I pay for the unit with my reinforcement points?

A: Yes (unless the rule itself says otherwise). If you don't have enough reinforcement points, you cannot add that unit to your army.

*Q: What about rules that transform one model into another model – such as turning an enemy **CHARACTER** into a Chaos Spawn; do I still need to pay reinforcement points to add the Chaos Spawn to my army?*

A: Again, yes (unless the rule itself says otherwise).

Q: What about rules that add models to existing units; do I need to pay reinforcement points for those models?

A: No (unless the rule itself says otherwise or adding the models would take the unit above its starting size).

Q: If a unit is added to my army during the battle that has any keywords that are in angular brackets, when do I choose what those keywords are?

A: You decide what that unit's keywords are the moment that it is added to your army.

Q: If a unit is added to my Battle-forged army during the battle, is it ever considered to be part of a Detachment?

A: No, units that are added to your army during the battle are never part of any Detachment (this means they will never benefit from any Detachment abilities).

Q: The rules for reinforcements say that when a unit is set up on the battlefield as reinforcements, it cannot move or Advance further that turn, but can otherwise act normally (shoot, charge, etc.).

Can such a unit make a charge move? Can it pile in and consolidate?

A: Yes to both questions – the unit can declare a charge and make a charge move, and if it is chosen to fight, it can pile in and consolidate.

Can such a unit move or Advance for any other reason e.g. because of an ability such as The Swarmlord's Hive Commander ability, or because of a psychic power such as Warptime from the Dark Hereticus discipline, or because of a Stratagem like Metabolic Overdrive from Codex: Tyranids, etc.?

A: No.

Q: Some rules – such as Early Warning Override in Codex: T'au Empire, the Ever Vigilant Stratagem in Codex: Adeptus Custodes, and the Auspex Scan Stratagem in Codex: Space Marines – allow units to shoot at enemy units that have just arrived on the battlefield as reinforcements, as if it were the Shooting phase.

*Q1. If the unit arriving as reinforcements is a **CHARACTER**, can the firing unit shoot at it even if it is not the closest enemy unit?*

A: No – unless the firing unit is using a weapon that allows them to target a **CHARACTER** even if it is not the closest enemy unit. This takes place 'as if it were the Shooting phase', so all the normal restrictions of the Shooting phase still apply.

Q2. If the unit arriving as reinforcements has another unit embarked inside it which must disembark after it has been set up (such as units embarked within a Drop Pod, or a Tyrannocyte), can the firing unit shoot at the unit as it disembarks?

A: No – though the unit can shoot at the Drop Pod/Tyrannocyte before the units inside disembark.

TRANSPORTS

Q: Where Detachments say that you may include 1 Dedicated Transport for each other choice, what does that mean?

A: It means that for each unit you include in the Detachment that does not have the Dedicated Transport Battlefield Role, you can include one Dedicated Transport.

Q: How do transports work with regards to disembarking units upon the transport's destruction?

A: Disembarking from a destroyed transport operates as follows:

1. If the transport has the Explodes ability (or equivalent) roll to see if it explodes and resolve any resulting damage to nearby units.*
2. All models inside immediately disembark following the standard rules for disembarkation.
3. Roll a number of D6 equal to the number of models disembarked in this fashion.
4. Each result of a 1 yields a slain model, and must be allocated to one of the models which disembarked; the controlling player may choose which model.
5. Remove the destroyed transport model.

* Note that if the transport does explode, units being transported are not affected as they are not yet on the battlefield.

For example, a Razorback is transporting a Tactical Squad of five models and one Space Marine Captain when it is destroyed. The Razorback rolls a 6 for its Explodes ability, inflicting D3 mortal wounds on each unit within 6". The six models inside now disembark, and six D6 are rolled. Two of the results are a 1, so two models are slain – the Space Marine player chooses two of the Space Marines from the Tactical Squad. The Razorback model is now removed from the battlefield.

Q: The Tactical Reserves matched play rule states that at least half the total number of units in my army must be set up on the battlefield during Deployment. If I have units embarked in a transport, do they count against the number of units I have to set up during Deployment? If, for example, I have a Valkyrie with three units embarked inside it that will arrive on the battlefield during the game, how many other units do I need to set up during Deployment to satisfy the Tactical Reserves rule?

A: Yes, embarked units count as units in your army, so must be counted when referring to this rule. If you have three units embarked inside a transport that will arrive during the game, you need to set up at least four other units on

the battlefield during Deployment – equivalently, if you set up three units in a transport on the battlefield, you could set up four other units to arrive during the game.

Q: If a transport moves, do any models embarked inside it count as also having moved?

A: Yes.

*Q: Can a unit that is within 1" of the enemy and entirely within 3" of a friendly **TRANSPORT** embark into that transport without having to move? For example, because they cannot **FLY** and would have to move through enemy models?*

A: No.

Q: If a transport with the Open-topped ability (e.g. a Trukk) is within range of an aura ability, are units that are embarked upon that transport affected by that ability?

A: No.

Q: Can units embark inside a transport in a phase other than the Movement phase, such as when they are using the Fire and Fade Stratagem from Codex: Craftworlds, or when a unit performs a Soulburst action to move again?

A: No, unless the rule in question specifically states that the unit can embark inside a **TRANSPORT**.

UNIT AND WEAPON ABILITIES

Q: Some attacks deal mortal wounds in addition to their normal damage. When are these mortal wounds allocated?

A: Any mortal wounds inflicted by an attack in addition to normal damage should be allocated after that attack has been resolved (note that this may prevent fast dice rolling when resolving attacks with this ability).

*Q: If a unit has an ability that allows it to Heroically Intervene as if it were a **CHARACTER**, how is this resolved?*

A: Each model in the unit must finish this move closer to the enemy model that was closest to it.

Q: If multiple abilities that instruct the player to roll more dice than usual and discard one of them apply to a unit (for example, when taking a Morale test for a unit of Plaguebearers that is within range of a friendly Sloppity Bilepiper's Disease of Mirth ability and within 6" of an enemy Harlequins unit with the Silent Shroud's Dance of Nightmares Made Flesh Masque Form), how is this resolved?

A: You should roll one additional dice for each of these abilities, and then apply any other effects. In the example above, you would roll three D6 for the Morale test, and then discard both the highest and lowest result, leaving one remaining dice for the Morale test.

*Q: If I have a weapon that can target enemy units that are not visible to the firer (such as a mortar), can I shoot at an enemy **CHARACTER** that has a Wounds characteristic of less than 10 if it is not the closest enemy model?*

A: No.

Q: Lots of aura abilities say they grant an ability to nearby units that are within range of any such models. Are the bonuses cumulative (i.e. if I am within range of two models with identical aura abilities, is the bonus doubled)?

A: Unless stated otherwise, no. The bonus for such an ability applies once if any (i.e. one or more) of these models are within range.

Q: Can abilities that are used 'instead of shooting', such as Smoke Launchers, be used if the model using them has Fallen Back, Advanced or has enemy models within 1" of it?

A: Yes. A model can use such an ability so long as it does not shoot – it does not matter whether this is because the model cannot shoot or it chooses not to.

*Q: Some **CHARACTERS** have aura abilities, such as a Commissar's Aura of Discipline or a Chaplain's Spiritual Leader, that allow nearby friendly units to use the character's Leadership characteristic instead of their own. There are also lots of abilities that modify Leadership characteristics. Could you explain how these rules interact and in what order I should apply the substitution and any modifications?*

A: You modify the Leadership characteristic first, then you use the character's Leadership characteristic instead (this means that the modification will not affect the unit unless the character's Leadership has also been modified).

Q: If both players have units with abilities that allow them to be set up during deployment 'after both armies are fully deployed' (e.g. Ratlings' Find the Best Spot), which player deploys their units first?

A: The players should roll off and, starting with the winner, they should alternate setting up such units.

Q: A number of abilities allow a unit to arrive during the battle and be set up more than 9" from any enemy models. If I use such an ability to set up as close as allowed towards an enemy unit and then select it as the target of the charge, what is the minimum charge distance I need to roll to make a successful charge (assuming no modifiers)?

A: 9.

Q: If a weapon such as a rail rifle has an ability that can inflict a mortal wound on the target in addition to the normal damage, but the 'normal damage' is subsequently saved, does the target still suffer the mortal wound?

A: Yes. Note that if the 'normal damage' was not saved, the wound would be allocated on the target unit first (and any resulting damage inflicted) before the mortal wound was inflicted.

Q: Some abilities and Stratagems confer extra bonuses each time a hit roll of, for example, 6+ is rolled. If a weapon has an ability that says 'this weapon automatically hits its target', do I still roll the hit rolls for those attacks in the hope of gaining such a bonus?

A: No, no hit rolls are made when resolving attacks with such weapons (and so they won't benefit from such a bonus).

Q: Some abilities can cause extra hits or wounds on a specific roll e.g. 'Each hit roll of 6 scores 2 hits instead of 1' and 'Each hit roll of 6 scores 1 additional hit on the target'. Are these abilities cumulative?

A: It depends on the exact wording of the rule in question. Rules that 'score 2 (or more) hits instead of 1' are not cumulative. Rules that 'score 1 (or more) additional hits' are cumulative. Here are some examples to show how these rules interact:

1. If a model is affected by two different rules that say that on a hit roll of 6 that attack 'scores 2 hits instead of 1' then a hit roll of 6 will still only result in 2 hits being scored against the target unit.
2. If a model is affected by two different rules that say that on a hit roll of 6 that attack 'scores 1 additional hit' on the target, then a hit roll of 6 will result in 3 hits being scored against the target unit.
3. If a model is affected by two different rules, one that says that on a hit roll of 6 that attack 'scores 2 hits instead of 1' and one that says that on a hit roll of 6 that attack 'scores 1 additional hit' against the target, then a hit roll of 6 will result in 3 hits being scored against the target unit.

Q: If a rule states that you can choose a unit to 'fight again', what does this mean exactly?

A: Repeat the entire Fight phase for that unit – i.e. choose to fight with the unit, pile in with that unit, choose its target, choose its melee weapon, resolve its close combat attacks, then consolidate with it.

Q: If a unit has an ability that allows it to fight twice in the Fight phase (e.g. Berserkers), at what point during the Fight phase do they fight for the second time?

A: Treat each time the unit is able to fight as a separate unit selected to fight for all purposes.

So, if such a unit charged this turn, it will fight both times before any units that did not charge. If the unit did not charge this turn, then, after all units that did charge have fought, you can select this unit to fight with, then your opponent can select a unit to fight with, then you can select your unit to fight with for the second time (you need not consecutively use both of the unit's opportunities to fight – unless of course there are no other eligible units to select to fight with).

Note that any rule that interrupts the normal sequence of who fights first (such as the Counter-Offensive Stratagem, or the Slaanesh Daemon Quicksilver Reflexes ability) may be used to fight in between the unit's first and second 'fight'.

Q: If a unit that can fight twice in the Fight phase charges one enemy unit and destroys it during their first 'fight' in the subsequent Fight phase, and then consolidates into a second enemy unit, can they then attack that unit during their second 'fight'?

A: The charging unit can only make attacks against the

second unit if it also declared a charge against it in its charge phase.

Q: If a unit has an ability that allows it to 'shoot twice' (e.g. Maugan Ra's Whirlwind of Death ability, or an Aggressor Squad's Fire Storm ability), do I need to shoot the same target each time or can I choose different targets? Do I need to resolve these two shooting attacks back to back?

A: Unless otherwise stated, you can shoot different targets each time it shoots. The attacks are resolved back to back – resolve the first shooting attack completely before resolving the second.

Q: If an ability instructs me to resolve an attack with a different characteristic (e.g. a Culexus Assassin's Etherium ability) does this happen before or after any other modifiers that also apply to that characteristic (e.g. the Drukhari Serpentin Combat Drug)?

A: When resolving such an attack, change the relevant characteristic to the new value before applying any modifiers to that new value.

In the example above, the Weapon Skill of the model attacking a Culexus Assassin is treated as being 6+ because of the Etherium ability, but the Serpentin then boosts it to 5+.

Q: If a model is equipped with two chainswords, do they get to make 2 extra close combat attacks?

A: Yes (though both must be made with a chainsword).

Q: Can abilities such as Disgustingly Resilient be used to ignore wounds if they were inflicted by mortal wounds?

A: Yes.

Q: If a model has an ability that halves damage suffered (rounding up) such as Marneus Calgar's Armour of Antilochus ability, how is that resolved when I am attacked by several attacks at once? Do I halve the total of all the damage suffered, or do I halve the damage inflicted by each attack separately?

A: Halve the damage suffered by each attack separately.

Remember that wounds are allocated one at a time. For example, if Marneus Calgar was wounded by four boltgun attacks (Damage characteristic 1) and each saving throw resulted in a failure, Calgar would suffer 0.5 wounds (which is rounded up to 1) four times, and would therefore lose 4 wounds.

Q: If an ability allows me to add 1 to saving throws, does it apply to both normal saving throws and invulnerable throws?

A: Yes, unless otherwise stated.

Remember that invulnerable saves are unaffected by the +1 bonus models receive to their saving throws for the benefits of cover.

Q: If a unit has an ability that allows it to attempt to Deny the Witch (e.g. the Flesh Hounds' Collar of Khorne, or a Canoptek Spyder's Gloom Prism), at what range can it attempt to Deny the Witch?

A: 24".

*Q: If a unit has an ability that allows it to attempt to Deny the Witch as if it were a **PSYKER**, is it treated as a **PSYKER** for any other rules purposes?*

A: No.

Q: A chainsword has the following ability: 'Each time the bearer fights, it can make 1 additional attack with this weapon'. If, for example, a Khorne Berzerker is armed with a chainsword and chainaxe, does he make two attacks with the chainaxe and then one additional attack with the chainsword, or does he have to split his attacks (making at least one attack with the chainsword) to be able to make the additional attack with the chainsword?

A: He can make two attacks with the chainaxe, then one additional attack with the chainsword.

Q: If an ability does not state its effects take place in a 'friendly' phase or 'enemy' phase, does that mean it works in every such phase (e.g. Mortarion's Host of Plagues ability, which takes effect 'at the start of the Fight phase')?

A: Yes.

Q: When a unit has mounts that have a melee profile – for example Thunderwolf Cavalry – can that unit make any attacks they wish to with that mount's melee profile, or can they only make the additional attacks noted in the weapon profile's abilities text?

A: You can only make the additional attacks noted in the abilities text.

MISSIONS

Q: If the Search and Destroy or Vanguard Strike deployment map is determined, must the deployment zones be located in the exact corners specified on the deployment map?

A: Yes.

Q: When measuring distances to or from an objective marker, do you measure diagonally (i.e. counting both vertical and horizontal distances)?

A: Yes.

Q: Can a unit with the Fortifications Battlefield Role control an objective marker?

A: Yes, so long as it is considered to be a friendly unit (such as a **BUILDING**). Note that this means that Fortifications like Feculent Gnarlmaus cannot control objective markers.

Q: Certain abilities and Stratagems are used 'before the battle'. When specifically is this?

A: The game begins when players start the Deployment step of a mission – all abilities and Stratagems that are used 'before the battle' must be used before then.

Remember that if both players have 'before the battle' abilities they wish to use, and the rules themselves do not explicitly say in which order they should be resolved, the players should roll off – the winner decides in what order they are resolved.

Q: Is the Deployment step of a mission considered to be a 'phase' for the purposes of rules?

A: No.

Note that this means that the Strategic Discipline matched play rule does not apply to Stratagems that are used during deployment and they can be used as many times as a player wishes, as long as they have enough Command Points to pay for them and the Stratagem does not explicitly say it can only be used 'once', or 'once per battle'.

Q: Some units have an ability that says that the models in the unit must be deployed at the same time, but thereafter each model is treated as a separate unit (e.g. Vehicle Squadron, Drone Support, etc.). For the purposes of missions that have the First Blood victory condition, if a unit has such an ability, does every model in it need to be destroyed for the opponent to claim First Blood, or just a single model?

A: The models in such units are each treated as individual units after they have deployed, so destroying a single one of them satisfies the First Blood victory condition.

Q: For the purposes of the Sudden Death rule, do units that are embarked within transports with the Flyer Battlefield Role count as being on the battlefield?

A: No.

Q: If I am playing the Spoils of War mission, and I generate the Priority Orders Received Tactical Objective, which then generates a Secure Objective X Tactical Objective, can my opponent achieve it and/or can I discard it?

A: Your opponent cannot achieve the Priority Orders Tactical Objective and you can discard it as you normally would.

Q: Are Teleport Homers or Infestation Nodes friendly models? Can they control objective markers?

A: No to both questions.

Q: If my opponent's Warlord was slain during the battle, but has an ability, Stratagem etc. that has allowed it to be set back up again during the battle, do I score the victory point for the Slay the Warlord victory condition?

A: You only score this victory condition if the Warlord is destroyed at the end of the battle.

ORGANISED EVENTS

The updated Organised Events guidelines table restricts the number of times a particular datasheet can be included in your army. A few common questions have arisen from this:

Q1) Some units, like Carnifexes and Leman Russ Battle Tanks, can contain up to 3 models each, but after they are set up on the battlefield, they each become individual units. How many of these models can I include in my army if I'm using the Organised Events guidelines for, say, a 2,000 point game?

A1) You can include up to 3 units in a 2,000 point game, meaning you could include up to 9 of these models.

Q2) Do Tactical Drones that are taken as upgrades for certain T'au Empire units (e.g. XV8 Crisis Battlesuits, XV25 Stealth Battlesuits etc.) count as units for the purposes of the Organised Events guidelines, and so count towards the number of Tactical Drones units (i.e. the Fast Attack choice) I can include?

A2) No.

Q3) Are the Daemon Prince datasheet from Codex: Chaos Space Marines, the Daemon Prince of Chaos datasheet from Codex: Chaos Daemons, the Daemon Prince of Nurgle datasheet from Codex: Death Guard, and the Daemon Prince of Tzeentch datasheet from Codex: Thousand Sons all considered different datasheets for the purposes of the Organised Events guidelines?

A3) No. For the purposes of these guidelines all these datasheets are all considered to be the same.

Q4) Are the Heavy Weapons Squad datasheet from Codex: Astra Militarum, the Death Korps Heavy Weapons Squad datasheet from Imperial Armour – Index: Forces of the Astra Militarum, the Elysian Heavy Weapons Squad datasheet from Imperial Armour – Index: Forces of the Astra Militarum, and the Renegade Heavy Weapons Squad datasheet from Imperial Armour – Index: Forces of the Astra Militarum considered to be a different datasheet for the purposes of the Organised Events guidelines?

A4) No. For the purposes of these guidelines all these datasheets are all considered to be the same.

Q5) Is the Cult Leman Russ datasheet from Codex: Genestealer Cults, and the Leman Russ datasheet from Codex: Astra Militarum considered to be a different datasheet for the purposes of the Organised Events guidelines? What about Cult Scout Sentinels and Scout Sentinels, Cult Armoured Sentinels and Armoured Sentinels, Brood Brothers Infantry Squads and Infantry Squads, and Brood Brothers Heavy Weapons Squads and Heavy Weapons Squads?

A5) No. If by deleting the word 'Cult' or 'Brood Brothers' from the datasheet's title in *Codex: Genestealer Cults* they match another datasheet, then for the purposes of these guidelines those datasheets are considered to be the same.

ORGANISED EVENTS

If you are using matched play for an organised event such as a tournament, we suggest using the table below. As well as a helpful guide to the size of the battlefield and game length, the number of Detachments each player can take in their army is restricted, as is the number of times a player's army can include a particular datasheet. Of course, if you are organising such an event, you should feel free to modify these guidelines to better suit your event's own needs, schedule, etc. You can only include the same datasheet in a Battle-forged army up to a maximum number of times, depending upon the points limit for that game, as described below.

ORGANISED EVENT GUIDELINES

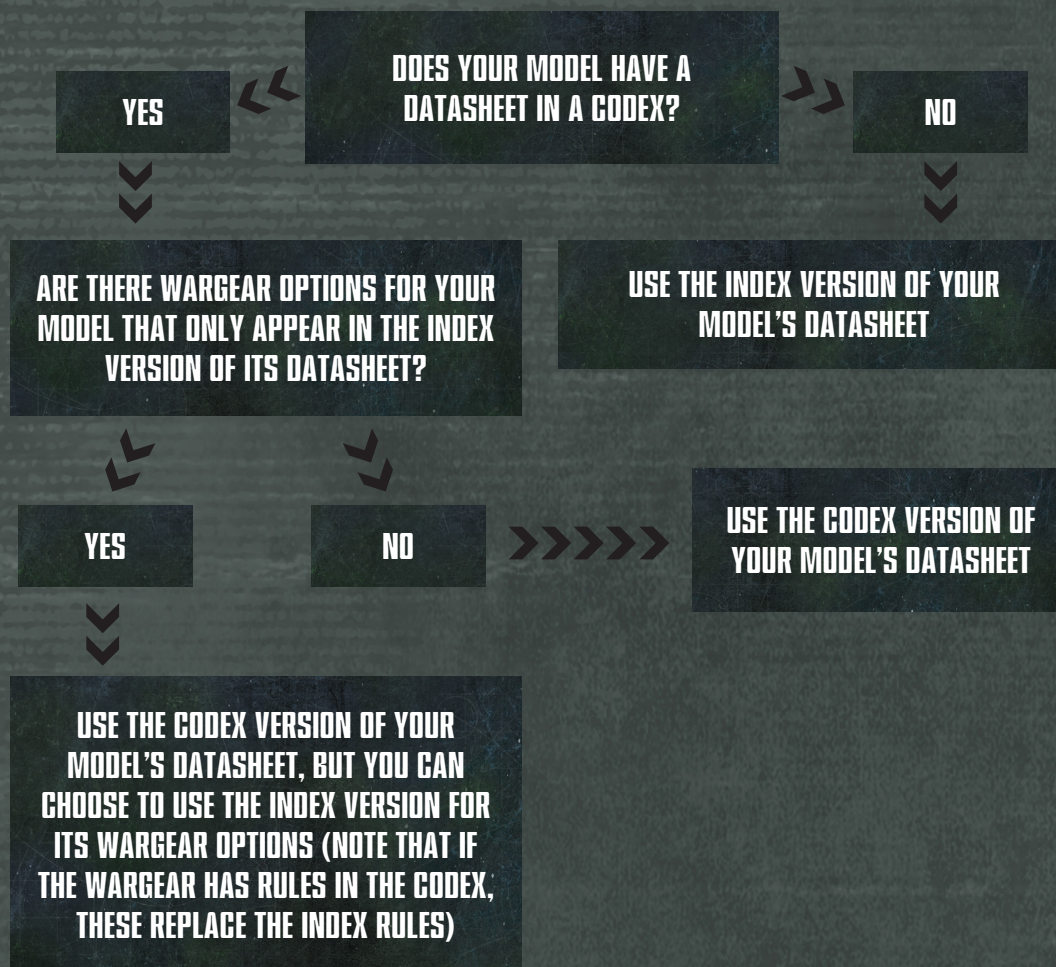
POINTS LIMIT	NUMBER OF DETACHMENTS	NUMBER OF TIMES EACH DATASHEET CAN BE INCLUDED*	BATTLEFIELD SIZE	GAME LENGTH
Up to 1,000	Up to 2 per army	Up to 2 per army	4' x 4'	Up to 2 hours
1,001-2,000	Up to 3 per army	Up to 3 per army	6' x 4'	2 to 3 hours
2,001-3,000	Up to 4 per army	Up to 4 per army	8' x 4'	3 or more hours

* This does not apply to units with the Troops or Dedicated Transport Battlefield Role, nor does it apply to any units that are added to your army during the battle that cost reinforcement points.



WHAT DATASHEET RULES SHOULD I USE?

Use the following flowchart to determine which datasheet to use for your models. Note that regardless of which datasheet you use, if you are playing a matched play game, or a game that uses a points limit, you should always use the most recently published points for your models and their weapons and wargear.



For example, if you wished to use a Commissar with a power axe, you would check if the codex – *Codex: Astra Militarum* – has a datasheet for Commissars. It does, so you would use this datasheet – however, it does not support the wargear options which allow him to replace his power sword with a power axe, so you would use the Commissar wargear options from *Index: Imperium 2*.

Similarly, as *Codex: Astra Militarum* does not have a weapon profile for the power axe, you would use the one found in *Index: Imperium 2*.

When coming to calculate the points cost, the Commissar himself and the bolt pistol have points in *Codex: Astra Militarum*, so you would use those alongside the cost for the power axe from *Index: Imperium 2*.

Alternatively, if you wished to field an Autarch model with a banshee mask, you would use the Autarch datasheet from *Codex: Craftworlds* alongside the appropriate wargear option from *Index: Xenos 1*.

Codex: Craftworlds contains rules and points costs for all your Autarch's wargear, so you would use these in place of the ones from *Index: Xenos 1*.