Gaming Policies
Converted Model Policy

- Although converted and creatively modeled miniatures may be used, please keep in mind that you may suffer penalties as a result of how they are modeled, but may gain no benefit
    - Example (purely hypothetical) – You've creatively modeled a greater demon twice to twice the normal height; as a result, it would be more difficult for you to GAIN cover saves, but easier for you to deny cover saves to your opponent / gain line of sight; In practice and by rule, you might end up being required to measure line of sight from where the actual model would be (or as close as can be approximated)
    - Effectively, no amount of creative modeling may alter the course of play beyond what it would be for a "standard" GW miniature for the unit in question
    - Please understand that we wish to encourage exceptional creativity in modeling, and even have separate awards dedicated to it … that said, we cannot permit unfair advantages of any kind for models being larger, smaller, or of a different shape and size than their unit's official miniatures
- When in doubt, call a tournament organizer or play the model(s) in question as close as possible to the way the actual unit should appear
- In the event of units that do not currently have a Games Workshop-provided model, please consider checking with the tournament organizer with photographs and/or descriptions prior to attending, so that you have a ruling going into the event

Army List Policy

- You must bring 9 printed copies of your army list
- You must present all 9 of these copies to the tournament organizers when you register – one will be selected at random for our use
- You must present one of these copies to each of your opponents
- Be aware that at any point in time, we may spot check your lists and make sure you are using the appropriate build
- All army lists will be verified for legality by our staff

Basing Policy

- Models must be played on the bases provided with them.
- Models may be played on scenic bases of identical size to the bases provided with them. If you have a question, ask ahead of time.
    - If your scenic bases are smaller than they should be, be aware that you may be asked not to use the models at all (if the organizers believe you brought them on such bases to gain an advantage), or to count them as the appropriate base size.
    - If your scenic bases are larger than they should be, the above (in re: smaller bases) applies as well. Additionally, keep in mind that if an opponent is able to reach one of your larger bases with a shooting attack or charge, you may not use the excuse of base size to prevent it. The corollary does NOT apply – you may not gain extra range or charges due to larger bases. In short, you gain no advantages for unusual base size, but may gain additional handicaps.

- Skimmers must be mounted (but not necessarily glued) on the bases provided with them, save for situations where the rules allow for / require otherwise.
  - We recognize that some skimmer bases are largely impractical for mounting your units on; if you have a different basing route you've gone with, simply give us a heads up ahead of time – we'll work with you to make sure your models are both comfortably playable and comfortably stable

Dice Policy
- Dice must be rolled on the table surface. You may not roll dice off the table, or into a box or other container placed on the table. Any dice rolled in such an item, or rolled so that it goes off the table or playing surface, must be re-rolled.
- If you wish to use dice with special symbols or icons in place of one of its facings (i.e. a graphic instead of a "6" or "1"), that's acceptable as long as you follow the rest of the policy.
  - That said, you may not roll dice during the game that are from different sets with graphics on different facings.
  - Example 1: Your set of dice replaces every "6" with a teardrop graphic. That would be ok.
  - Example 2: Half your dice replace every "6" with a teardrop graphic, and half your dice replace every "1" with the same (or a different) graphic. That would NOT be ok.
- If your opponents wish, they may be permitted to use your dice for any or all of their rolls.
- When in doubt, contact a judge or tournament organizer to check your dice or resolve any dice-based disputes.

Judge Policy
- Note that rules judges hold final say on all tournament issues
- To drive home the point, **it is entirely possible for them to instruct players to begin a new round within the 30 minute time window,** grant a loss to someone they repeatedly catch in the act of cheating, etc.; play with integrity, good sportsmanship, and honesty – players will not be permitted to "abuse" the rules in place in order to gain unfair advantages
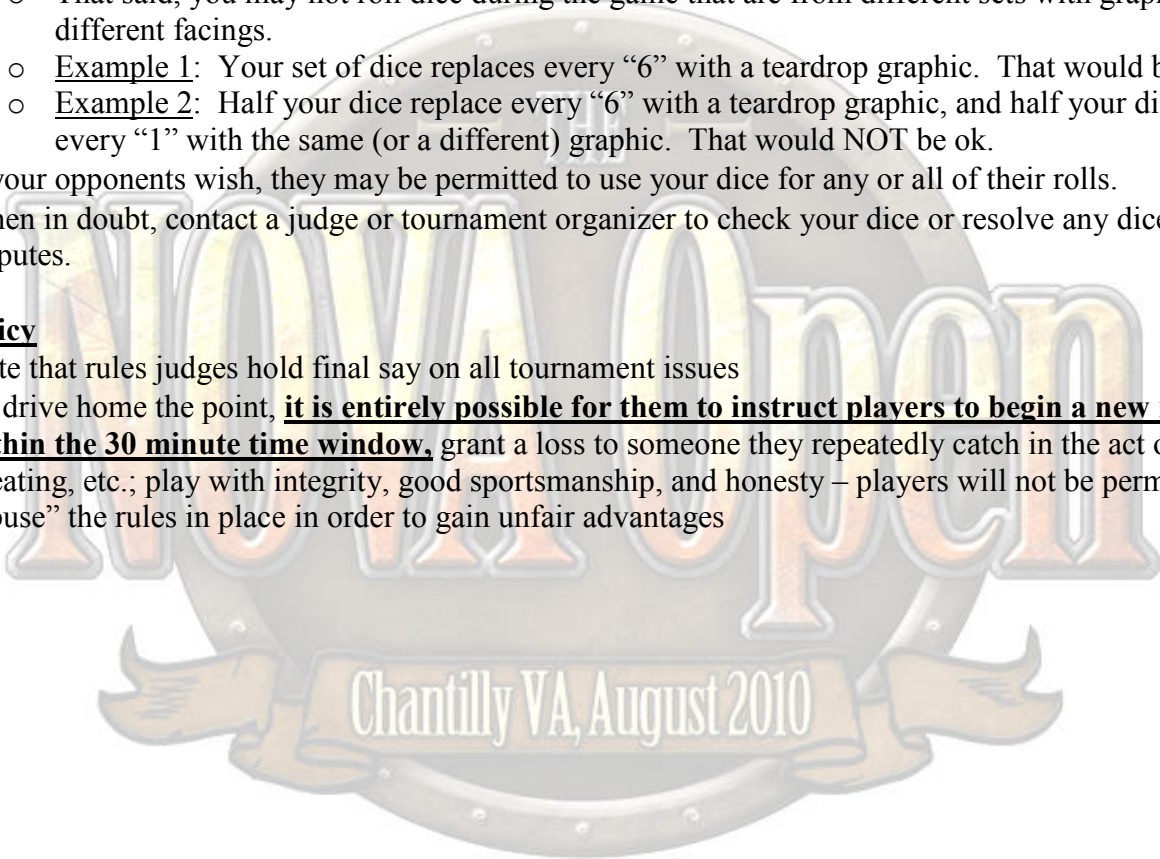
General Rules FAQ

<u>Line of Sight</u>
- Per the Warhammer 40,000 rulebook, if a firing unit can see even a tiny portion of a targetable point on an enemy model, it has line of sight; to save time, if a clear agreement cannot be amiably reached, yield in favor of the firing unit – tournament staff will be following the rules to the letter
  - Hyperbolic Example – A Chaos Defiler can draw a line of sight through 5 windows and the legs of 3 space marine models to a barely visible fraction of a pink-colored Land Raider's lower hull; a tournament staffer comes over, and the only way he can even tell that the visible item is the land raider is the bright pink coloration on the 1mm x 1mm visible section … his instructions will be to grant line of sight to the Defiler.
  - Please understand that the rules of the game are often abstractions, intended to facilitate GAME play and not mimic reality ("reality" being the 41st millennium)

<u>Infantry Cover – Common Misperception</u>
- Remember that any non-monstrous/vehicle model with even a fraction of the figure obscured from the LOS of the firing unit is considered to be in cover
- It is possible for an infantry unit to obtain a cover save simply by having the toes of 50%+ of its models obscured from the LOS of the firer

- <u>Gets Hot!</u> – Wounds inflicted by Gets Hot! results are simply wounds; they do not have a strength or AP value, and are not close combat attacks (nor do they in any other way ignore cover saves granted for being IN cover/area terrain)
- <u>Majority Weapon Skill</u>
  - When there is no majority weapon skill for a unit (for purposes of determining what an attacker must roll to hit them in close combat), you always by rule use the highest WS of the unit; this can result in some odd situations for unusually complex units
  - For example: Colonel "Iron Hand" Straken (WS5), 2 Bodyguards (WS4) and 2 Veterans (WS3) remain alive in a company command squad; since 2/5 have WS4 (40%), 2/5 have WS3 (40%) and 1/5 has WS5 (20%), there is no majority weapon skill; as a result, despite Straken's WS5 being the smallest minority, the squad counts as WS5 for purposes of enemy attacks
  - Remember that you still use each model's own WS for purposes of determining what they require to hit an opposing unit
- <u>Sweeping Advance</u>
  - Note that if a complex unit contains a model that cannot make a sweeping advance (i.e. a wolf guard in terminator armor attached to a squad of grey hunters), the entire unit cannot make a sweeping advance
- <u>Falling Back more than once</u>
  - Note that it is possible for a unit to be forced to make more than one fall back move in a single phase or player turn (such as being tank shocked and failing its morale check, and then being tank shocked again after its initial fall back)
- <u>Artillery in Cover</u>
  - Units of artillery determine cover by model like other units, and this includes the artillery piece
  - For purposes of determining whether the actual artillery model itself is in cover, treat it just like a vehicle (it must be 50% obscured, and not simply obscured / in cover)
- <u>Vehicle Movement</u>

- o Note that vehicles may only move forward and backward; to move in any other direction, they must first pivot toward the direction they wish to move
- Vehicle Explosion Results – In order to ensure fairness and equal play on all tables, when a vehicle is destroyed and explodes perform one of the following:
  - o Replace the vehicle with a crater or similarly representative terrain piece of nearly identical size to the destroyed vehicle
  - o In the absence of an appropriately sized terrain piece, bracket the vehicle with spare dice, creating an outline of its former position; the area within this outline should be considered area and difficult terrain, per the rules
  - o **An area of difficult terrain *MUST* be represented in this case at all times – players may not be forced to remove their vehicle in place of an area of empty/clear ground simply b/c they did not bring perfectly sized craters/terrain pieces with them**
  - o **If you utilize dice instead of an accurately sized crater, do note that while units in or partially the crater may benefit from a cover save, there are no terrain elements to fire "through" and so no cover save can be granted to units behind it for firing "through" area terrain**
- Assault – Determine "engagement" prior to beginning any and all individual combats during the Assault Phase; do NOT determine it simply at the "beginning" of the Phase
  - o If a unit assaults an enemy unit that is already locked in combat, the enemy unit may of course allocate attacks against the new unit in THAT assault phase, provided the various rules for engagement are followed (i.e., base contact, being within 2" of a model in base contact, etc.)
- Firing from Vehicles
  - o You may not fire from a vehicle that used smoke launchers in the same turn
  - o For purposes of firing out of a vehicle, **ignore the vehicle your unit is embarked in** for purposes of determining line of sight and firing template weapons
- As a general rule, units embarked in transports are not affected by battlefield effects unless it is specifically permitted by the rulebook or a given army's codex
- Remember that a transport vehicle destroyed when moving Flat Out only causes the death of its passengers if it is destroyed in the SAME movement phase in which it moved Flat Out
- Vehicles that used a Scout move prior to the first game turn do not count as moving as a result of it (meaning: no cover saves for valkryies/vendettas that scouted over 12" with their scout move, valks/vendettas/baals would be hit automatically in close combat if assaulted prior to moving in their own first turn, etc.)
- Although a vehicle may use smoke launchers at the completion of its Scout move (per GW's Blood Angels FAQ – July 2010), for the sake of avoiding absurdity it may *NOT* fire in its first shooting phase. In short, and as a result, when you go first you may not scout a Baal 18", pop smoke, move 12" in your first movement phase, shoot something in your first shooting phase, and then claim a cover save from the smoke during your opponent's first shooting phase
- For purposes of the NOVA Open, no terrain should be treated as "impassable" (this is not to say impassable terrain doesn't or shouldn't exist, only that for fairness across all tables, even if a piece of terrain *LOOKS* impassable, it isn't)
- Victory Points – Vehicles that begin the game / their presence on the table Immobile always give up half Victory Points (unless otherwise stated)
- Victory Points – Note that for the NOVA Open, Victory Points for Vehicles in squadrons are scored independently for each vehicle
- Victory Points – Independent Characters that are permanently attached to separately-purchased retinues are still scored separately for purposes of VP (meaning it is possible for the retinue to be below half

strength and award half victory points, but for the character to still have 50%+ wounds left and grant none)

- o Please note – For codices in which the retinue and Independent Character are purchased as a SINGLE unit, score their Victory Points as a SINGLE unit
- o Example – A Grey Knight Hero's Retinue is purchased along with a Grey Knight Hero, and so they are scored as a single unit
- o Example – The Tyrant Guard brood is purchased separately from the Hive Tyrant it is attached to, and so each are scored separately

- Please note that you may **NOT** emergency disembark into the wreck of a transport vehicle you were just embarked on, as it does not become a wreck until after the disembarkation occurs
- A ram is a special type of tank shock; it is not a separate entity altogether; please apply this simple quoting of the rules to various basic questions that may arise if you were to think of them as completely separate from each other

Codex Specific FAQ
Space Marine Generic Rules (for all relevant codices)

- Drop Pods
  - o When a drop pod lands, open the doors if possible, but treat the actual door pieces as being nonexistent
  - o To avoid confusion, gaming the system, pressuring players to play it "your" way, etc., treat your drop pod doors as open NO MATTER WHAT; if you model them glued shut, you do not get to treat them as closed
- And They Shall Know No Fear – When a unit with ATSKNF regroups at the start of their turn, they get both the 3" move for regrouping and their normal move
- Combat Squads in Dawn of War – Combat Squads may be split in Dawn of War deployment, with half the squad deploying on the board, and half the squad walking on first turn
- Combat Squads Deep Striking - Units deep striking from Reserves may be split into combat squads after rolling to arrive from Reserves; deploy and scatter them separately (as you are deploying them as two separate units)
- Unless otherwise specified (such as with Sternguard special issue ammunition), treat units and equipment with the same name but different rules in different marine codices exactly as their rules state in **their specific codex**
- Techmarines from the various marine codices can repair vehicles they are embarked on
- Storm Bolters, Hunter Killer Missiles, Deathwind Missile Launchers, and Multi-Meltas selected as upgrades for various vehicles are pintle-mounted
- Razorback weapons (other than those listed above as pintle-mounted) are turret-mounted
- Codices using the newer rules for Power of the Machine Spirit – you may pop smoke and fire one weapon with Power of the Machine Spirit

Blood Angels

- Units that do not have "And They Shall Know No Fear" still gain the Furious Charge and Fearless special rule if they succumb to "The Red Thirst"
- Hellfire Rounds for Blood Angels should be treated exactly the same as Hellfire Rounds for regular Space Marines (i.e., having a Strength of '1' instead of 'X' per the GW SM FAQ)
- For the sake of fairness and uniformity, Stormravens must be based on the same type of flying base and stand used by the Imperial Guard Valkyrie/Vendetta; since any Stormraven at this point is inherently scratch-built, if you are at all concerned that yours stretches the bounds of fairness, please resolve concerns with the tournament organizer ahead of time
- Until Games Workshop produces a Stormraven model, weapons on the Stormraven are mounted in exactly the fashion they are modeled
- The +1S bonus from Furious Charge is added to the S6 of Astorath the Grim's "Executioner's Axe" weapon
- The +1S bonus from Furious Charge is added to the S5 of Brother Corbulo's "Heaven's Teeth" weapon
- The +1S bonus from Furious Charge is added to the S8 of Gabriel Seth's "Blood Reaver" weapon
- "The Far Seeing Eye" cannot be used on rolls preceding the first player turn (per GW FAQ); it may also not be used on the roll to determine random game length
- The Ld test for the "Death Mask" must be taken by affected units as a whole (one single test)
- Note that by the rules as written, "Whirlwind of Gore" automatically hits vehicles without a WS
- The "Blood Lance" psychic power requires Line of Sight to the first enemy unit hit by its line
- While the "Blood Lance" is a psychic shooting attack, it does not select any specific target; as such, a unit the Librarian using the power is attached to does not necessarily need to fire upon any of the targets

hit by the Lance; that said, all targets of the unit must be declared before the Blood Lance's line is rolled for / placed / measured / etc; you may not begin to resolve the Blood Lance, and *THEN* select targets for the unit

- Friendly vehicles within 6" of the "Shield of Sanguinius" psychic power count as obscured, gaining a 5+ cover save against penetrating and glancing hits (they do not gain the usual 4+ cover save for being obscured); the NOVA Open formally finds it absurd that some people still required this clarification ;)
- You may of course select a unit of Honour Guard regardless of your intent to attach the enabling HQ choice to it (and regardless of that enabling HQ choice's ability to join it)
- Remember that per the GW FAQ, Furioso Librarian Dreadnaughts may select no wargear / upgrades from the options typically available to a Furioso
- Baal Predators and Smoke:
  - You may pop smoke at the end of your scout move
  - Firing your Baal's weapon during the first turn immediately removes the benefit from the SCOUT MOVE'S smoke
  - *Basically, this is a rules change/addition to manage the issue generated by the Baal predator and GW's incomplete FAQ answer to the question of scout-move smoke and its impact on the game; it prevents a Baal from going first, smoking in the scout move, and firing in its first player turn, but it does not prevent the Baal from benefitting from a cover save due to first turn smoke*

Dark Angels
- As with other situations, the DA codex trumps newer marine codices / rulebook standards where its rules explicitly state as much

Space Marines
- Units that choose to pass a Morale Check via Marneus Calgar's "God of War" special rule do NOT trigger No Retreat wounds
- Antaro Chronus is scored for purposes of Victory Points separately from his vehicle only in cases where he successfully escapes the vehicle's destruction
- Shrike's infiltrate special rule does NOT apply to other Independent Characters joined to "his" unit during deployment
- Shrike may nominate a unit prior to deployment as "his" unit; if he does so, he must join that unit and infiltrate together with it (so Shrike could nominate another Independent Character as the unit to be "his" unit, but the two would not be able to join and confer the Infiltrate special rule upon a third unit that did not already have it) … *We recognize this as a rules change implemented to address the intent of Shrike's special rule (which otherwise does nothing)*
- Vulkan's Chapter Tactics benefits weaponry from allied / all units in the army
- Relic Blades benefit from the bonus conferred by Furious Charge

Space Wolves
- The line generated by Jaws of the World Wolf **may not** be drawn across friendly models
- For purposes of calculating Victory Points, count distributed Wolf Guard models as part of the unit they've been attached to, and count them for each model's specific points cost (example: You split one 33 point Wolf Guard in terminator armor to a 75 point 5-man grey hunter squad, and an 18 point basic Wolf guard to another 75 point 5-man grey hunter squad; the Wolf Guard unit ceases to exist as a VP-scoring entity, and the first grey hunter squad is now worth 108 points, while the second is now worth 93 points)

- With regard to the Lone Wolf, in all missions score him for VP in exactly the same fashion as he is scored for Kill Point missions; that is to say, that your opponent earns his value in VP every mission he survives, and earns none at all in missions he is killed
- Note that according to the GW FAQ, the first enemy unit contacted by Jaws of the World Wolf must a) be in the Rune Priest's line of sight, and b) be treated as the target of the Rune Priest's (and his unit's if he's attached) shooting (meaning, the unit he must assault if he chooses to)
- If Ancient Tactician is used and results in a tie, and a new roll-off is subsequently performed, Ancient Tactician can be used again on the new roll
- Bjorn the Fell-Handed's invulnerable save permits him to ignore glancing or penetrating hits if it is successful
- Various Space Wolf abilities permit special effects against certain unit types, or units with a certain toughness, etc.; these function so long as their attacks are allocated against a unit that contains at least 50% of that unit type in close combat, and so long as they can draw line of sight to that unit type where applicable for shooting attacks
- Arjac Rockfist's "Foehammer" does not affect enemies like a "Thunder Hammer" when used with its Ranged Profile (in short, it does not automatically inflict crew shaken results, or reduce Initiative to 1)
- Logan Grimnar's Living Legend does apply to allied units
- Note that the Wolf Standard functions in the NEXT Assault Phase, not the one you are currently in; as such, remember to use it prior to ending a shooting phase followed by an assault phase in which you wish its effects to be in play
- Models with wolf tail talismans roll individually to nullify the effect of psychic powers upon them; where powers affect their entire unit (i.e. Doom), simply roll once if any model in the unit has a talisman
- You may use both a Rune Priest's staff and a wolf tail talisman to attempt to nullify the same psychic power

Chaos Daemons
- Nurgling bases created by Ku'gath are worth victory points as if they were an original part of the army
- Models only count for Epidemius' tally when they have been permanently removed from the table (i.e. Necrons, Commissar Yarrick)
- Epidemius' tally increases any time a model is killed directly as a result of an action by a follower of Nurgle
    - i.e. If a follower of Nurgle explodes a vehicle, models killed as a result do NOT count (they were killed by an explosion, not by Nurgle)
    - i.e. If models engaged with followers of Nurgle lose casualties to the "No Retreat!" rule or to sweeping advances, they DO count
- Do not declare targets for the Blue Scribes until you have determined which ranged attacks they are using
- If a Spawn is created via Boon of Mutation, move the new model the MINIMUM distance necessary to be more than 1" away from any enemy models (even if this yields it moving through numerous models/situations it would not normally be able to move through)
- Daemon players must place models from Deep Striking units on the table in the spot they are intended to arrive before checking to see if they are within range of a Chaos Icon; you may not pre-measure to ensure that your placement is within range
- Spawn created by Boon of Mutation are scored as normal for purposes of Victory Points
- Cover saves may be taken against wounds inflicted by the Aura of Decay

Chaos Space Marines

- Chaos Dreadnaughts suffering from 'Fire Frenzy' will pivot only after selecting a target; the subject of their fire frenzy must be within their line of sight prior to pivoting
- Note that while no psychic powers may directly affect Kharn the Betrayer, he may not ignore psychic effects on other units (i.e. Fortune)
- Summoned Greater Demons are not lost if there is not enough space to place the model onto the table. Push friendly models out of the way by the minimum amount needed to place the Demon onto the table; if friendly models are not in the way, push enemy models out of the way by the minimum amount needed to place the Demon onto the table
- Spawn created by Gift of Chaos are scored as normal for purposes of Victory Points

Daemon Hunters (DH)

- The printed DH codex is still fully legal, provided you own and bring a copy with you (i.e. you may not use the allies rules if you only possess a printed copy of GW's online pdf); while odd, this is the ruling as written by GW
- "Free Shots" granted by DH Mystic henchmen may be taken at either a deep striking Drop Pod / Mycetic Spore, or a unit disembarking from it, but not both
- DH smoke launchers (like all other wargear present across multiple codices) operate exactly as stated in their codex rules – they downgrade all penetrating hits to glancing hits
- The following models are considered "Daemons" for purposes of DH rules: All models from the Chaos Daemons codex; CSM Daemon Princes, Possessed Chaos Space Marines, vehicles with Daemonic Possession, and Summoned Daemons (Greater and Lesser); the Eldar Avatar
- DH Inquisitors that use Iron Will to pass a Morale Check in close combat **do not** trigger "No Retreat" wounds; that they choose to pass or fail their test does NOT mean they pass it automatically
- A Daemonhost under the effects of "Timeshift" can exceed 10 attacks in close combat
- Daemonhunters Storm Shields **do** grant an additional attack as if they were a 2nd close combat weapon

Witch Hunters (WH)

- Witch Hunter force weapons do indeed kill models outright, and so models immune to instant death are affected by it
- Inquisitors that pass Morale Checks in close combat with the use of Iron Will do not trigger "No Retreat" wounds
- The Culexus Assassin's Soulless special rule does not affect Stubborn units for the purposes of taking a Morale test

Dark Eldar

- Weapons without a Strength value cannot wound Grotesques unless the attack inflicts Instant Death regardless of the model's Toughness
- The Talos follows the rules for Monstrous Creatures, but does not lose its own 'Skimmer' rule
- A Terrorfex cannot cause a Fearless unit to become pinned / go to ground
- Webway Portals may not be deployed by embarked models
- Webway portals count as impassable terrain, but do not block line of sight or otherwise provide cover
- The Nightmare Doll may be used to force an opponent to re-roll the dice when ascertaining who goes first, as this roll IS also the roll used to determine table edge or quarter
- Decapitator must begin Dawn of War missions off the table or in Reserves, as there is no position on the table that isn't in either player's deployment zone

Eldar

- Eldritch Storm may not be used from inside a vehicle without a fire point, and scatters like any other blast weapon
- Remember that a Farseer on a jetbike may not cast Fortune on the same turn that he turbo-boosts (per the Turbo Boosters rule, a rider may not perform any other voluntary actions that turn)
- If the Autarch wishes to apply +1 to Reserves rolls on a given turn, make the decision PRIOR to rolling any Reserves dice
- Howling Banshees only benefit from their makes when it is THEIR first round of any particular combat
- Swooping Hawks may use their grenade pack even if they suffer from a Deep Strike mishap
- Warp Spiders may not warp jump in an opponent's assault phase
- Monstrous Creatures and Vehicles may not utilize a cover save against Vibro Cannon hits unless they benefit from a special rule or wargear ability that confers an obscured/covered status on them always (i.e. Kustom Force Field)

Imperial Guard

- When determining whether a unit benefits from Col. "Iron Hand" Straken's Counter-Attack and Furious Charge radius effects, check to see if they are within range at the beginning of the assault phase
- For purposes of Orders that require visibility on the part of the Officer delivering them, Night Fighting has no influence (so while a unit ordered to Bring it Down would have to roll Night Fighting as normal, the Officer simply requires LOS)
- Bring It Down! may be used against a unit not entirely comprised of Monstrous Creatures (such as a Hive Tyrant with Hive guard) so long as the Monstrous Creature itself is visible to the Officer delivering the order
- A unit that successful passes a Get Back in the Fight order does get to make a 3" move for regrouping, even if the order is used to remove a gone to ground status
- Should the situation arise, a Commissar will perform a Summary Execution upon an Inquisitor that chooses to fail a Morale check using Iron Will
- If a unit is permitted to re-roll its Morale check for reasons other than Summary Execution (i.e., a Regimental Standard), it may choose to do so instead of using the Commissar's special rule; that said, if they fail again, Summary Execution will activate (but you still cannot re-roll the result a 2nd time)
- The decision to combine Infantry Squads must be made during/"at" deployment, even if the Squads themselves are not deployed (but instead placed in Reserve)
- Rough Rider Hunting Lance attacks benefit from Furious Charge (i.e. S6/I6 when furiously charging and using hunting lances)
- While Sanctioned Psykers are treated as a single psyker for the purposes of using psychic powers, they are otherwise each treated as a Psyker for other purposes (such as for calculating a Culexus Assassin's shooting attack)
- Weaken Resolve does not affect units with the Stubborn USR for the purposes of Morale tests (but obviously affects them for any other LD test)
- Weaken Resolve modifies the unit's LD by reducing it; this modification applies regardless of what LD the unit is currently using (therefore, it applies to Rites of Battle, Mob Rule, etc.)
- Lumbering Behemoth may not be used to allow a Leman Russ to fire its turret weapon when it would otherwise be unable to fire at all (i.e., smoke launchers, shaken, stunned, moving over 6")
- For purposes of the Devildog's Melta Cannon and using S+d6 or S+2d6, determine whether any part of the target vehicle facing you are rolling to penetrate is within half range of the weapon
- Any weapon fired by a Hydra benefits from the "Auto-Targeting System" rule

- Mystics may be used to nominate a Deathstrike Missile Launcher as the unit to take a 'free shot' at enemy Deep Striking units, however keep in mind that the Deathstrike must still roll to determine if it even can fire; if the roll is failed, the Mystics may not nominate a different unit
- Except for its weapons, flying base clear "stand" and nose-mounted sensors, any part of the Valkyrie/Vendetta model is considered its hull
- For purposes of terrain, placement over/on other models, etc., a Valkyrie/Vendetta should only use its base for consideration / placement
- Use the Valkyrie/Vendetta's base for purposes of determining whether or not a ram impacts it
- Treat template weapons 2-dimensionally when resolving their effect against a Vendetta/Valkyrie
- Knight Commander Pask's "Crack Shot" functions even against units not entirely made up of Monstrous Creatures, so long as Pask can draw line of sight to the part of the unit that is a Monstrous Creature
- When Commissar Yarrick rolls successfully for "Iron Will," if he would stand up in base contact with the enemy, move him the MINMUM distance required so that he is more than 1" away from any enemy unit (so no, you cannot pick him up and place him on the other side of the table)
- When a Vendetta/Valkryie becomes immobilized or is wrecked, remove it from its base when (which could be "never" in some situations, a status that is supported by the rules for skimmer bases)
- Firing the Manticore:
  - When fired as an Ordnance Barrage (aka "indirectly"), resolve the effects of multiple blasts (4+ on the d3 shots roll) using the rules for Multiple Barrages
  - When fired as simply an Ordnance Large Blast (aka "directly"), resolve the effects of multiple blasts (4+ on the d3 shots roll) by scattering each blast independently off the selected target point

Necrons
- Necron models wiped out by a Sweeping Advance in close combat are immediately removed from play; models that were already on their side are left in place
- The LD test caused by the Nightmare Shroud does not replace any test a unit is called upon to take for actually suffering 25% casualties in the same phase (or for any other reason)
- A Lord's Resurrection Orb benefits friendly Necron units within 6" as long as it remains in play (even if the Lord is damaged, awaiting his own WBB roll)
- The Pariah "Soulless" special rule does not affect Stubborn units for the purposes of Morale tests
- The Necron Monolith can attempt to Deep Strike directly over enemy models
- Because the Monolith's Power Matrix is a functioning weapon and can never be destroyed, a Monolith can never be Immobilized simply by suffering enough Weapon Destroyed results, nor can it be wrecked via any number of Immobilized or Weapon Destroyed results

Orks
- An Ork player may wait until the end of the shooting phase to call the Waaaagh, but any units that run prior to the use of the ability do not gain Fleet in the following Assault phase
- Ork psychic powers that count as shooting attacks do not function (effectively becoming "non powers") in situations where the Ork using the power cannot fire (such as when traveling in a vehicle that is moving at cruising speed or faster)
- Independent Characters benefit from Feel No Pain when joined to a unit with a Painboy/Dok's Tools
- If an Ork Trukk explodes (as opposed to wrecking from a Kerrunch! result), note that members of the squad may disembark into the footprint of terrain left from the explosion, as the disembarkation oddly occurs AFTER the vehicle explodes
- The Deffrolla of an Ork Battlewagon is a purely **decorative/representative** element; players that are able may remove the Deffrolla after presenting it pre-game as proof of their WYSIWYG status, or may

adjust it so that it is less in the way of the natural course of play; you may NOT leave the Deffrolla off and simply not tell your opponent about it, however – when in doubt, leave it on and play through the awkwardness of the model

- Remember to measure rams / disembarks / etc. from a Battlewagon's HULL; the Deffrolla is NOT part of the hull (!)
- Old Zogwort may combine his Pit of Vipers ability with the power weapon psychic ability
- Old Zogwort may only use his curse if his controlling player has a squig model(s) to replace affected enemy Independent Characters with
- Old Zogwort may use his curse when locked in combat, or if his target is locked in combat, and it is not a psychic shooting attack
- Independent Characters joined to Snikrot's unit before the game do not arrive with them via 'Ambush' unless they arrive from a board edge that the Independent Character would be able to arrive on due to rules OTHER than "Ambush"
- Treat Ork Deffkopta Scout moves and Turbo Cover Saves in exactly the same fashion as Blood Angel Baal Predators that pop smoke in their scout move
  - In short, if a Deffkopta shoots or assaults in its first turn after turbo boosting during its Scout move, it instantly loses its turbo boosted cover save for the remainder of the first game turn

Tau Empire

- Gun Drones that disembark from Tau Vehicles (or are forced to disembark) count separately for Victory Points (at their price listed in the Fast Attack section of the Tau Codex)
- A Tau Battlesuit counts for 50% Victory Points if a pilot escapes via the use of an "Ejection System" … the pilot must be killed to completely score the model
- Any model attacking a Tau vehicle in close combat that is equipped with Flechette dischargers suffers a wound with normal armor saves applying on a 4+; this applies regardless of the number of Tau vehicles assaulted (i.e. a squadron); furthermore, resolve this roll for each model prior to resolving its attacks (i.e., if you attack with 1 power fist equipped sergeant, and 4 krak grenade using marines, you would roll 4 dice at the krak grenade initiative step, and allocate wounds as normal, then roll 1 dice at the power fist equipped step)
- Gun Drones detached from a Fire Warrior Devilfish do not count as scoring units

Tyranids

- Note that a hive tyrant and tyrant guard are scored separately for Victory Points, even when they are joined together
- Note that if a Hive Tyrant is joined to a unit of Tyrant Guard, every model benefits from a cover save if at least 50% of the unit benefits; this can of course result in odd situations where slightly obscured Hive Guard are helping a fully visible Hive Tyrant obtain cover saves where the rules would otherwise not permit it
- Note that Hive Guard must roll for night fighting distance as normal
- Units that are placed in reserve as arriving from Deep Strike or Outflanking (and not arriving normally) may not use the Trygon's tunnel when they actually arrive
- Any unit of Termagants spawned by a Tervigon is worth Victory Points as normal if destroyed (or brought below half)
- Tyranid Primes attached to units of Termagants within 6" of a Tervigon do not benefit from the special rules granted by Brood Progenitor; note that wound allocation rules may require you to allocate saves to a Prime, however, in the event of a Tervigon dying within 6" of the Termagants and inflicting 3d6 S3 hits

- Determine whether Termagants benefit from Furious Charge / Counter-Attack if granted by a Tervigon at the beginning of the assault phase; determine whether Termagants benefit from Poisoned Attacks when they make those attacks
- Since there is no model of a Mycetic Spore at present, treat its size as roughly equivalent to a Space Marine Drop Pod for game purposes where possible; note that you may agree with your opponent to play it otherwise, but MUST ask for a judge's agreement before doing so; if you are in doubt about the reasonability of your own Mycetic Spore conversions, simply check with the tournament organizer ahead of time
- The Deathleaper's "It's after me!" rule does not affect Stubborn units for the purposes of Morale tests (though it affects them for all other Ld-based tests)
- Round fractions down for purposes of "Where is it?" when attempting to shoot at the Deathleaper
- Any Ripper unit created by the Parasite of Mortrex counts for Victory Points as normal
- A Tyranid Prime only benefits from "Catalyst" if he is part of the unit when the power is successfully cast