ETC 2018 Zagreb, Croatia

WH40K 8th edition
FAQ and Clarifications
Version: FINAL

Document History:
Welcome to the ETC FAQ and Clarifications document to be used at the ETC 2018 in Zagreb.

Disclaimer
The ETC FAQ does not have the purpose to particularly offer the -right- or -commonly accepted- solution to a grey area in the rules. Its purpose is to offer a compendium of grey zones in the rules that specifically are ruled one way or the other in order to avoid frustrations and heated arguments at the gaming tables come the ETC. If you want to use this document at one of your tournaments or as the base of your own proper, even maybe adjusted FAQ, that's fine, but at least reference you are using our document as a base or to complete your own compendium in your document, thanks!

Updates:
2017/10/16: Version 0.1, addition of chapter approved rules. Let us know if there is stuff missing please by hitting us op on facebook, putting it on the captains section of the Warhammer Forum or by getting in touch via mail (tomadriany@gmail.com).
2017/11/15: Version 0.2
2018/01/01: Version 0.3
2018/04/20: version 0.4
2018/05/08: version 0.6
2018/06/01: version 0.7
2018/06/15: version 0.8
2018/06/23: version 0.9
2018/06/25: Final version

More Information about the ETC?
For more information about the ETC tournament please refer to :
http://etc.xobor.com/

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1. Players are required to give full disclosure of their army list to their opponents, including weapons, wargear, special rules and the contents of any transport vehicles.
2. Rules issues troubleshooting guidelines: ETC Clarifications > English GW Official FAQs > English Codex/Index > English Main Rulebook. Any document published by Games Workshop after list submission date will not be used at ETC. With digital releases, be aware that not all versions (Kindle, Android) will be updated regularly and might create discrepancies in the rules. In these cases, the printed physical copy takes precedence unless an FAQ entry was generated for that particular update.
3. Models are expected to be WYSIWYG (What you see is what you get). There will be a margin of tolerance for non-weapon wargear but always approve any deviations through the captain's council prior to the start of the tournament.
4. Players may only convert their models for aesthetic purposes. Any players/teams that according to the opinion of the Referees have converted their models specifically to gain a gameplay advantage may be penalized. This includes the repositioning of weapons to have extended LOS. Always assume stock position and height of models to determine if modeling for advantage is in play.
5. In case of ruling required where the size of the model must be taken into account, the size and dimensions of the latest range of citadel warhammer 40000 miniatures models must be used. Players using converted, old or alternative models are expected to be able to provide the model from the latest range upon request by the Referee.
6. True Measure of Distances - Measuring distances must sometimes be done in 3 dimensions, especially in the case of models placed in terrain sporting several levels, or vehicle hulls which have vertical parts. Measure the distance from base and hull to base and hull, holding your tape measure at an angle as necessary.
7. Where discrepancies occur between datasheet entries and summaries at the back of a book always use the datasheet entry as the final and correct entry.
8. Wargear that is listed as abilities in a unit profile still needs to be paid for. This is the case for A Hermlock's Spirit Stones, An Emperors Champion's Combat Shield and an Autarch's Forcefield just to name a few.
9. Following announced chapter approved rules are in effect:
   - Objective secured for troops if your entire detachment is entirely made up of a factions mentioned on the faction list of the ETC Rulespack
   - The player who finished deploying first does not automatically go first, but instead gets +1 on a rolloff to decide who will get first turn
   - Units with the FLYERS battlefield role cannot contest or control objectives
10. ~~In all those instances where some factions see their index datasheet entries replaced with those in a codex, the codex entry supercedes and makes the index datasheets obsolete. This means some weapon and wargear combinations might no longer be possible, or that some datasheets can no longer be used at all. This is the case for instance with dual autocannon dreadnoughts for the space marines.~~

GENERAL

1. Fast dice rolling is mandatory when it will not impact the game. When all the attacks in a certain volley have the same characteristics, make all the hit rolls at the same time, then all of the wound rolls. Apply random damage rolls 1 by 1. This to ensure players do not stick to rolling attacks 1 by 1 when it is not absolutely necessary. You are still allowed to use a CP reroll to roll one of the dice in the fast rolling procedure if you would be so inclined. In cases where this might be important, the dice need to be rolled one by one, as would be the case for models inside and out of cover where a unit might benefit from +1 save due to cover when the models outside of cover would be slain first. This implies the modifier for being in cover is checked for and applied when saves are being made.
2. Where abilities take place on a certain 'roll' value, check if it triggers on a given value (generally has a + sign), in which case the value is checked for after all modifiers are applied.
3. If, after all modifiers have been applied, a dice roll would be less than 1, count that result as a 1.
4. If a models to hit would be modified to require more than 6+, the attack automatically fails.
5. Abilities with the same name do not stack to the same unit. For instance, multiple drone controllers do not infer more than +1 to hit for units in range of more than one drone controller, nor do units in range of more than one model with the Technomancer rule benefit from more than a +1 to Reanimation protocols. Same applies for a Darkshroud's Icon of Caliban rule for instance.
6. Abilities that allow you to ignore wounds suffered by a model such as Eldar Fortune, Tenacious Survivor trait, or Nurgles Disgustingly Resilient, can be used against mortal wounds. When units that have these abilities suffer multiple damage from one source, roll a die for each of the wounds inflicted by the multiple damage roll unless one of the abilities used states otherwise.
7. ~~Abilities like the one above never stack. A tyranid unit with Tenacious Survivor and Catalyst for instance would only ever make one roll to deny a given wound.~~
8. Abilities that improve a save, like a Rubric Marine's All Is Dust ability, or the Space Wolves Mantle of the Troll King ability, do add +1 to saving throws made with invulnerable saves, but bear in mind that restrictions to that condition may apply (such as All Is Dust only applying when the damage profile is 1).
9. Models with abilities that affect all models or units within a given range are always considered to be in range of the aura themselves and can thus benefit from the effect. This is the case for Wolf Priests, Apothecaries,… and the like.
10. Damage from multi-wound attacks vs multi-wound models that are members of a unit must be resolved one at a time.
11. When a unit of the 'transport' type dies, roll a D6 for each model of each unit in the transport that must disembark, but remember you can freely choose which model(s) to allocate the wounds to. Remember that when a transport explodes, the models that have to disembark are not eligible as a target of the exploding vehicle as this step occurs prior to the disembarkation.
12. When you have an ability to reroll certain actions that are done on 2D6, 3D6 or the like, like in the case of rerolling charge range, roll ALL the dice again. Similarly, when a reroll calls out the roll of a single die (like is the case for using a CP reroll), only one die can ever be rerolled this way. It would be ok to reroll one of the dice from the 2D6 charge range with a CP reroll for instance, but like is the case for Orks and Ere We Go, if they decide to make use of it they need to roll both die again.

13. Abilities that return dead models back to play within an existing unit such as Necron's Reanimation Protocols, a Space Marine's Nartheceum, the Tervigon's ability to replace Termagants in an existing unit, or similar effects that add models to units, do not require any reinforcement points.
14. When multiple targets are equidistant for rules and abilities that call out the nearest model/unit, the player whose rule comes into effect for the distance can choose which unit is affected from the eligible targets.
15. Multiplication/division modifiers are applied before any addition/subtraction modifiers, regardless of when the modifiers take effect during the game. For instance a Genestealer Cult Acolyte Hybrid unit benefiting from From Beyond attacking with a heavy rock cutter would strike at str9.
16. When a weapon/ability references a model's 'Wounds characteristic' such as with an Ork tellyporta mega-blast or the Red Terrors Swallow Whole ability, take into account the wound characteristic on its profile, and not its current wounds value.
17. When an out-of sequence event indicates it is resolved 'as in phase X', all the restrictions applied to Phase X are also applied to the out of sequence event. For instance, an out of sequence shooting attack resolved just as if 'in the shooting phase' still wouldn't be able to target characters with less than 10 wounds. All other out of sequence events with cross-phase interactions (like moving via means of Vectored Maneuvring Thrusters after having shot in the shooting phase) still follow all the rules of the mother-phase (in this case the movement phase) unless otherwise stated.
18. Models having to disembark from a surrounded vehicle can be placed as long as they can end up in a legal place and more than 1 inch away from any enemy models.
19. Units that are deployed as a single "drop" but are then treated as separate units from that point onwards, are not considered separate units until the game begins e.g. for the purposes of having 50% in reserve vs on the table. For instance, setting up a unit of three Wyverns that then count as 3 separate units afterwards, will count as 1 unit towards the 50% rule for tactical reserves.
20. When an ability or stratagem allows you to 'add' a model to the unit, you can never set up a model within 1 inch of enemy models unless when the unit the models get added to was already engaged in combat.
21. Where abilities (like Early Warning Override) and stratagems (like Forewarned, Auspex Scan,…) would interact with Reinforcements, only consider those units that arrive on the battlefield after the start of the first (player) turn.
22. For the purposes of tactical reserves, count the 50% towards all those units that are not set up prior to the start of the first (player) turn.
23. Abilities or stratagems that allow you replace destroyed units with identical units, or that allow you to place new units on the battlefield always cost reinforcement points (Send In the Next Wave, Endless Swarm,…). When you simply add or replace models in a unit, there is no need to set aside reinforcement points (The Dead Walk Again is an exception to this and you need to set aside reinforcement points for taking the model count beyond starting strength numbers).
24. ~~Attacks that generate extra hits only ever generate a single extra to hit roll even though the initial attack consisted out of D6/D3/… or could be replaced by 3 attacks like is the case for Mortarion's Silence for instance or the Feet attack for Imperial Knights. In such case only ever apply a single extra hit roll following the profile of the attack that generated the extra hit. These attacks cannot be replaced with another type to generate more attacks.~~
25. When rules for stratagems and abilities clash in regards to timing, like is the case for Sporefield and Find The Best Spot, players roll-off to see which takes precedence. See the Deployment Clarification section for when one or more of these clashes would occur.
26. Where abilities, rules, or stratagems interact when a model is slain, use the profile as if the model had one wound remaining in case of models with a degrading profile.

27. Where abilities, relics or warlord traits let you generate command points, bear in mind that your model with the ability, item or WL trait must be deployed on the table for it to be used (Helm of the third eye, Kurov's Aquila,…).
28. When you use a Stratagem, ability, relic or psychic power to remove a unit from the battlefield and set it up again, any persistent effects (such as aura buffs that are not inherent to the unit, psychic powers that had been cast upon it or one of its models, except where it concerns wounds that have been suffered) are lost.
29. Models entering play via relics, abilities or stratagems, like is the case for 'Cloudstrike' for instance, always do so counting as moved their maximum distance.
30. Daemonic ritual is also subject to the limitations for reinforcements, meaning if you perform a daemonic ritual in battleround 1, you are limited to setting them up in your deployment zone.

MOVEMENT PHASE

1. Units can only embark in the movement phase or with an action that specifically allows them to do so outside of the movement phase.
2. If a unit is unable to re-establish coherency with its move, it 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.
3. If a flyer type unit cannot complete any kind of legal move, it is destroyed at its original starting position for explosion purposes and other special rules..
4. ~~A unit arriving on the table as reinforcements can benefit from abilities that allow it to move 'as if it were the movement phase', such as is the case for Warptime or Hive Commander.~~
5. ~~For a unit with Fly, measure both horizontal and vertical distances when moving in or amongst terrain features.~~
6. When transports start their movement phase within 1 inch of enemy models, embarked passengers can freely disembark, following all the normal rules to do so, before the transport falls back and as such disembarking models are not subject to any of the fallback restrictions.
7. Always consider the base to check if models are forced to move off the battlefield, or the hull in case of vehicles that do not have a base. For other models that don't have a base, the same rule applies, and not a single part of the model can be hanging over any of the table edges.
8. A flyer can pivot even if it is completely surrounded by enemy models.
9. You cannot surround your own transports with models and then disembark a model so it is auto-slain.
10. For the purposes of determining whether a Flyer has moved over a certain unit, count it as doing so if any part of the flyers base has moved over said unit.
11. For the purpose of Tactical reserves, any unit that arrives on the battlefield during a player's first turn must be deployed wholly within the controlling player's deployment zone (even if its ability would normally let it be set up anywhere). This does not apply to a Genestealer Cults unit that is being set up according to the Cult Ambush ability, or to units that are set up after the first battle round has begun, but before the first turn begins (such as those set up via the Forward Operatives or Strike From the Shadows Stratagems). Nor does it apply to units that were already on the board and are using abilities like Teleport Shunt, Psychic Powers like Da Jump, stratagems like Upon Wings Of Fire or Tide Of Traitors, or relics like Veil of Darkness or Dark Matter Crystal. Bear in mind that units that are set up again via abilities, powers, relics or stratagems cannot then move again for any reason other than to make charge moves and completing the fight sequence even though they started on the board to begin with. Cult ambush is the

only exception to this rule. Units making use of Cult Ambush are allowed to move after being set up again as per the Cult Ambush table.

12. Units with models that are unable to move, like units with models within 1 inch of enemy units that are blocked from moving, or units that do not have coherency, cannot embark onto a transport.

PSYCHIC PHASE, PSYKERS AND SPELLS

1. Smite can be used on units within 1" of friendly units.
2. Where models or units have abilities that allow them to deny a psychic power, as is the case for Necron Gloom Prism or Khorne Flesh Hounds for example, the deny the witch attempt is subject to the 24" range limitation unless the ability states another range.
3. Psychic Powers cannot be cast when a unit with Psychic Abomination would be the target of a psychic power that works on the nearest unit. Do note that powers that do not directly affect the unit with Psychic Abomination, still take effect. This happens for instance when a unit that is the target of a charge or shooting attack from a unit with the psychic abomination rule would have altered characteristics, improved save, add modifiers to their rolls, and/or cause them to re-roll dice or any other such effect.
4. Psychic Powers with the same name that are scattered across several books/releases and might even work on different keywords count as the same spell and cannot be cast more than once. This is the case for instance with Miasma of Pestilence from the Deathguard and Chaos Space Marines releases respectively.
5. When Vortex Of Doom would affect multiple units, roll a separate D3 for each affected unit.

SHOOTING PHASE

1. Use the following sequence to make interactions in the shooting phase
   * Choose Unit to shoot with
   * Declare Targets and which weapon will fire at which unit
   * Use stratagems, rules and abilities that kick In when targeted
   * Resolve shots
2. Unless otherwise stated, Supercharged Plasma Guns that roll a 1 will kill a vehicle outright.
3. Remember that the restriction on when you can fire at a character is checked on a model by model basis in the firing unit. Also remember the restriction on targeting characters is based on the wound characteristic on its profile and not its current wounds.
4. Remember that weapons that do not use or need LOS can~~not~~ target characters as long as they are ~~not~~ the closest ~~visible~~ unit. Units targeted by units that do not need LOS, that are currently in terrain and out of LOS, will still benefit from cover if they fit all criteria to obtain cover.
5. To determine LOS from a model and whether an enemy is obscured or not, consider every part of both models. The base never comes into play when checking LOS, and is just used for range. Bear in mind that for models without a base, you check LOS to the model (this includes sponsons and turrets and the like), range from the weapon (this includes sponsons and turrets and the like) onto the hull (disregarding sponsons, turrets and the like).
6. When a unit can fire twice, work out both shooting attacks immediately one after another before moving on to another unit, unless the power or ability states otherwise. The second attack can target another unit freely, unless stated otherwise.

7. When only characters with less than 10 wounds remain in an army, they can be freely targeted, including by weapons that do not need LOS.
8. Models with more than two weapons can freely decide which weapon to fire at which unit. Remember though that units must fire all their ranged weapons if they elect to shoot. This means one-use only weapons must be fired the first time a unit elects to shoot as well, barring restrictions on the weapon itself.

ASSAULT PHASE

1. The player performing Overwatch actions decides in which order units shoot.
2. Units that have a rule or ability to charge more than 2D6" such as the Brass Scorpion's 3D6" charge, or effects that grant +1 to charge moves or the like, are still only allowed to declare charges if they are within 12" from the enemy.
3. Remember that a unit that charged can only fight the units it charged in the same turn. If you pile into another unit, you still cannot attack it until the next turn. This is important for units like Berserkers for instance. Even if they fight twice they still cannot allocate attacks to units they haven't charged.
4. Heroic Intervention only applies in your opponents charge phase regardless if your opponent declared a charge or not. A charging unit may not allocate attacks to a unit that joined combat by means of Heroic Intervention unless if the character was also a target of the initial charge. A character already within 1 inch of an enemy unit cannot perform a Heroic Intervention.
5. Units completely out of LOS cannot be affected by overwatch fire unless the weapon allows for shooting at units out of LOS.
6. If a character charges into a unit, it can be the subject of overwatch fire even though it is not the closest visible enemy unit.
7. A unit that would no longer be in coherency due to overwatch or such can still opt to charge if the charge move will allow it to restore coherency. Similarly, if a unit finds itself out of coherency in the fight phase, models in that unit are still allowed to make any Pile In and/or Consolidation moves as long as they can restore coherency. If this is impossible, no model in the unit can move at all
9. When two units are equidistant, the player controlling a unit can freely choose which unit to pile in towards.
10. For interactions like determining the range and engagement for assaults that involve vehicles, including those with the hover rule, consider the hull to be the downward projection of its hull-features (disregarding sponsons, spikes, antennas, turrets, and so on) onto the floor (current level in case of vehicles with fly). In the case of interactions with other models, including other vehicle models, these can fit where they can fit (like underneath tank tracks), even if this would mean that would end up inside or on the downward projection of the hull. This does not automatically lock the vehicles in combat, they can still move away from said models if they are able to move when considering all other factors.
11. When a unit that charged that turn find themselves no longer within 1 inch of enemy units when they are elected to fight (casualty removal,…), simply follow the Fight Phase Fight Sequence and proceed with pile-in moves and so on to determine if the unit gets to swing that turn. If a unit has an ability (perhaps activated by a stratagem) that allows it to be selected to "fight again" this turn, this overrides normal restrictions on needing to be within 1" of an enemy unit to be selected to "fight again"

12. Remember that models within range of enemy units HAVE to strike when it is their turn to do so.

MORALE

1. Models fleeing as a result of a failed morale test cannot be brought back into the game by means of Reanimation Protocols, an Apothecary's Narthecium, or any similar abilities.

STRATAGEMS

1. Stratagems like 'Indomitable Guardians' and 'Counter-Offensive', that interrupt the alternating flow of the fight phase, cannot be used in conjunction with each other to make units in your army fight one after the other. Stratagems like these never 'stack'.
2. Stratagems with the same name that are scattered across several books (like Veterans Of The Long War or Orbital Bombardment just to name a few but not the case for Webway Assault, Webway Strike and Webway Portal, which have a different name) are still considered the same stratagem even when they target different keywords, meaning only one instance of these stratagems may be played per phase/battle as the stratagem describes.
3. Stratagems that allow you to buy extra relics can be used even if you didn't or couldn't choose to take a relic in your army in the first place.
4. Stratagems will indicate when they can be used. Unless specified otherwise, they may not be used before the battle begins. As such, a command re-roll cannot be used before the battle for any sort of roll-offs, including seize the initiative. You cannot use your command re-roll stratagem to reroll opponents dice or reroll the dice to determine when the game ends. ~~Stratagems that occur outside of a given phase after the start of the first battleround are also limited to one use per turn only.~~
5. Unless they state otherwise, stratagems that do not list they target friendly or enemy models or units, can only be used on models or units from your own army. For example, in mirrormatches you are prohibited from using Tide Of Traitors on your opponents unit to remove it from the table, or using Linebreaker Bombardment on your opponents Vindicators, or any other interaction of the sort.
6. When using Stratagems that allow units to set up elsewhere, like the Deathwatch's Teleportarium or an Eldar Webway Strike just to name a few, units that will be set up in that fashion will only count as one drop towards setting up your army first no matter how many such units are selected to benefit from the stratagem.
7. Stratagems used at the start or end of the battle round do not count as happening within a phase. Anything happening at the start or end of a turn counts as happening within a phase and is hence affected by not using a stratagem more than once per phase.

TERRAIN AT THE ETC

GENERAL TERRAIN CLARIFICATIONS

1. When Units attempting to charge an enemy unit that is up on terrain are unable to do so because there is no space to place them within 1" of the enemy models, wobbly model applies. After resolving overwatch, calculate the necessary distance for the closest charging model to travel in order to complete a charge, assuming it could be placed on the same level. If the charge distance is at least this much, the charge is considered successful and the units are considered to be engaged. Note that this only ever happens if your unit would be legally allowed to be placed there in the first place. Only models

2. Note that only models within 1" can fight with enemy models. This basically means you can only ever attack models on the same level if there is more than 1" distance between multi-level terrain.

3. To determine whether a non-infantry model is 50% obscured in order to gain the benefit of cover, you only receive the benefit of cover if at least 50% of every model is obscured from the point of view of the shooting model. Shooting is performed on a per model basis, for ease of game play players should group firing models into ones that provide the target unit cover, and ones that do not, prior to firing (similar to firing different weapons) then roll in two batches.
Example: A Rhino is touching, in or on a terrain feature classified as woods, and has a squad of terminators between it and the unit firing at it, obscuring 50% or more of the rhino. The rhino would benefit from cover. However, if three models in the firing unit can see the rhino without 50% obscurement, the shots from those three models would be rolled separately, and the rhino would not benefit from cover when making saves against them. Note that at the ETC, touching a terrain feature like a wall is enough for vehicles to be claimed as in or on terrain, due to the abstract nature and the quality of terrain we see at ETC events.

FORTIFICATIONS

1. A unit that starts its move within 1" of a fortification part of the opposing army is not subject to the rules regarding Falling Back if there are no other enemy units embarked upon it or within 1".

2. Enemy models, just like friendly models, are allowed to move onto fortifications bought as part of the opposing army as long as it doesn't have a transport capacity.

MISSIONS, ARMY AND DEPLOYMENT CLARIFICATIONS

MISSION CLARIFICATIONS

1. When you draw the 'Priority Orders Received (66)' tactical objective, and draw an objective that requires multiple units to complete, such as 'Hold the Line (43)', or an objective that isn't completed using your own units, such as 'Psychological Warfare (55)' or 'Area Denial (54)', immediately redraw another card, put the drawn objective card back in your deck and immediately let your opponent reshuffle remaining cards. In 'Spoils of War' , when the additional card from 'Priority Orders Received (66)' is in the 11-26 range, your opponent can still score that card, in which case the bonus points are lost.

2. Note that some objectives can be achieved on the opponents turn. This is the case for instance for psychological warfare and for defend objective X type cards.

3. Note that unless specified otherwise, Tactical objective cards always start counting from the moment you draw them and cannot be scored retro-actively.

4. Note that when placing objectives, they are always dropped in the same order. Place objective 1 first, followed by objective 2, …

5. Objectives can only be placed on the ground floor of the battlefield.

6. A model can move more than 9 inches in a phase in which it picks up the relic, just not more than 9 inches once it has picked up the relic. Bear in mind that units carrying the relic cannot make use of powers or abilities like Gate Of Infinity or Da Jump.

7. When a tactical objective cannot possibly be achieved, it may be immediately discarded and another card may be drawn. As an example this would be the case if the opponents army would entirely consist out of one or 2-man units with leadership 8 for instance when you draw psychological warfare. Since it cannot be achieved at any point in the game from the point the card is drawn you may discard and redraw. It is not the case for instance when you draw objective X and objective X is currently out of movement reach of any of your units even if the game would currently be on turn 7. The discarding is only ever a consequence of interactions with a specific army make-up at a given point in time and not of players choices during a game.
8. Codex specific Tactical Objectives cannot be used at the ETC. Use the general deck instead.
9. Limits of Command is in effect: You cannot use the re-rolls like the Command Re-roll Stratagem to affect Mission dice rolls. Mission dice rolls include any dice rolls that are made before the battle begins (such as those that determine who chooses deployment zones or who gets the first turn), those that must be made at the end of a battle round (such as rolls that determine if the battle ends) or any rolls that determine how many victory points are awarded to a player.
10. In a mission where Vanguard Strike or Search and Destroy deployment is in effect, the player choosing table sides also chooses which way the line is drawn to divide the table in.

ARMY

1. Your army WARLORD cannot be a unit that does not count for VP conditions, like Tyranid spores, nor can it be a unit that cannot be targeted like a Feculent Gnarlmaw.
2. When supplying your armylist, it is mandatory to list which warlord trait and psychic powers your models will have. You MAY OPT to change warlord trait or psychic powers prior to any battle, but if you forget to discuss with your opponent pregame, you will default to what is listed on your list during the game. This way there can be no surprises during a game.
3. It is ETC tournament etiquette to state how many command points you have in your army when: running through each other's army list, when using or gaining command points during the game, ... Clearly state "I have XXX Command Points left now" whenever a CP use or gain happens in the game.

DEPLOYMENT CLARIFICATIONS

1. Models need to deploy fully within their deployment zone unless an ability states otherwise.
2. When deploying units, consider the following:
A transport and all units inside count as 1 unit choice (same rings true for units set up in fortifications). Putting a unit in deepstrike reserve or equivalent also counts as 1 choice. Units making use of an "infiltrate style" ability also count towards the number of units deployed even if they are set up afterwards. This is the case for instance for Ratlings (find the best spot) or Assassins (concealment) or Aeldari Rangers (appear unhidden).
3. When one deploys units onto the battlefield, whether this occurs at the beginning of the game or during the game when reinforcements arrive, remember you cannot place units in a position they wouldn't normally be able to move into. As an example, you cannot deploy a non-flying vehicle on the top level of a ruin.
4. Where Tactical Reserves applies, do count units that start the game embarked on a transport the same way you count the transport. If the transport is in reserves count the units embarked as reserves, if it is deployed on the table count the units embarked as deployed on the table when determining 50% of an army. Always round up to

determine how many units you have to put on the board. Units that can split via abilities like Combat Squad count as separate units for these purposes.

5. Units that can deploy via special abilities like a Nurglings Mischief Makers or the Eldar Stratagem Phantasm, still cannot place any models within an inch of enemy models. If both players have units that can be set up after both armies have deployed, or before the start of the first battleround, proceed to roll-off to decide who starts placing their units with that specific ability first, after which players alternate putting down units..

ADEPTUS CUSTODES

GENERAL

1. When Unleash the Lions is used to split up a squad into separate units, each of those counts as a separate killpoint once they are destroyed from that moment on, disregarding prior casualties sustained.
2. Units cannot be chosen as a target for the Stooping Dive Stratagem if they are within 1" of enemy models.

ADEPTUS MECHANICUS

GENERAL

1. Units affected by Phosphor Weapons cannot benefit from cover for wounds caused by those weapons.
2. Litany of the Electromancer takes effect directly when the canticle is picked, either at the start of the battle round or whenever a canticle is changed during the game. Enemy units are only affected once per turn by the Litany.
3. The Scryerskull can only be used when Dawn raid, Low Visibility or Cover Of Darkness rules are in play. The command point used allows you to perform a shooting attack ignoring the effects from aforementioned rules. It does not allow you to make extra shooting attacks in any phase.
4. Rotate Ion Shields costs 3 CP when used on a Dominus knight class.
5. Knight of the Cog only applies if all Questor Mechanicus Knights that are part of the Detachment in question benefit from the Canticles of the Omnissiah rule.

ADEPTUS MINISTORUM

GENERAL

1. Saint Celestine is unique.
2. When Saint Celestine would be holding the Relic when Miraculous Intervention occurs, drop the relic anywhere touching her base before resurrecting her. If Celestine dies as part of overwatch, she can still charge the declared unit when she resurrects (this applies with or without her Gemini) provided she is set up again within 12 inches of said unit, and this can even gain her some movement as she could be placed closer to said unit when she resurrects than when she declared the charge.
3. Only units with the Acts Of Faith ability can benefit from Saintly Blessings.
4. Geminae cannot be chosen to carry any relics.
5. Martyrdom only applies when an entire unit is destroyed. Where it concerns a unit of characters, all characters in the unit need to be slain before the stratagem can take effect.

ASTRA MILITARUM

1. Models cannot move further once they have disembarked using Grav Chute Insertion.
2. For every point of damage that would take Yarrick's last wound, roll once for his Iron Will ability.
3. Commander Pask can give orders to his own Leman Russ tank.
4. Ratlings cannot use their Shoot Sharp and Scarper ability to move after firing overwatch and can never advance while using the ability.
5. Leman Russes benefit from 'Grinding Advance' even if they remain stationary.
6. When using the 'Ambush' stratagem, note that it applies before units are 'dropped' and as such this implies that a unit being transported must be a Tallarn unit and counts towards being one of the three Tallarn units set up in Ambush. Tallarn tanks being set up this way can do so even if they carry sponsons and would not technically be able to be set up.
7. Vostroyans using the 'Repel The Enemy' rule can fire all their non-pistol, non-grenade weapons, all their pistol weapons, or a grenade, following all the normal rules for shooting.
8. 'Overlapping fields of fire' is checked on a model by model basis in a unit to determine if a +1 to hit applies to their target. Do not apply a blanket +1 to hit to an entire units shooting attacks when only some of the models in a unit are targeting the unit affected by the stratagem. Only one enemy unit can be chosen as the target of the stratagem.
9. The 'Take Cover' stratagem only applies to Astra Militarum units.
10. When you select a character to benefit from the Dagger Of Tu'Sakh that doesn't have a regiment keyword, there is no restriction on the type of infantry unit you can bring in along with the character, but the unit must be Astra Militarum.
11. Only one of each vehicle equipment can be bought per vehicle.
12. Units that do not have a 'Regiment' keyword, like Commissar Yarrick, can issue orders to any unit with the regiment keyword using the Master Of Command warlord trait.
13. Resolve the first order fully before issuing a second order using the 'Laurels Of Command' relic.
14. Send in the next wave does ~~not~~ require reinforcement points.
15. Once you joined two infantry squads via the 'consolidate squads' stratagem you cannot further use the stratagem on that consolidated unit. The consolidated unit will only yield one killpoint once it is destroyed.
16. The 'Relic Of Lost Cadia' can only be unveiled once each game.
17. A model with the Steel Behemoth rule cannot fire overwatch when it is already engaged in combat.
18. A unit that fell back cannot be ordered to 'Move Move Move' as it cannot advance that turn. A unit that advanced in the movement phase can still 'move move move' instead of shooting even though technically it cannot shoot.
19. Kurov's Aquila does not apply to stratagems used before the start of the battle like when purchasing additional relics. In addition, for stratagems used before the start of the first battleround, only proceed to roll when the character bearing the relic is on the battlefield when said stratagem is used.
20. Only one Crusader squad can be affected by an Act of Faith per turn.
21. Steel Behemoth allows the tank to target enemy units within 1" even if those units would be within 1" of other friendly units as well.

BLOOD ANGELS

GENERAL

1. Blood Angels infantry and BA biker units within 6" of a Sanguinary Priest and Brother Corbulo only get +1 to their Strength characteristic. Do not apply the bonuses from the Blood Chalice and The Red Grail abilities together.
2. The Sanguinary Priest's Blood Chalice and Narthecium and Brother Corbulo's Narthecium/Red Grail only affect friendly BLOOD ANGELS INFANTRY or BLOOD ANGELS BIKER units.

CHAOS DAEMONS

GENERAL

1. Any model with the Nurgle and Daemons keywords will add to Epidemius' Tally of Pestilence. The tally of pestilence ability only works when Epidemius is on the table.
2. ~~When the Blue Scribes syphon an enemy psychic power using Xirat'p's Sorcerous Syphon ability, change associated faction keywords to those on the blue scribes profile.~~
3. ~~When performing Daemonic Ritual, take note that you cannot summon unique characters to the battlefield that were originally in your roster or that were summoned at a prior point in time of the battle.~~
4. A Brimstone Horror is slain each time it uses the Smite psychic Power, whether the power fails or passes.
5. ~~A Burning Chariot & Herald of Tzeentch on Burning Chariot pay 15 pts for 3 accompanying Blue Horrors.~~ These Horrors do not add any bonus besides granting the irritating chant ability. Range for the ability is checked from the chariots base.
6. Once cast, Virulent Blessing lasts until the start of the next psychic phase.
7. A Feculent Gnarlmaw placed by Horticulus Slimux costs reinforcement points as it is a new unit. It cannot be summoned via Daemonic Rituals.
8. A unit of Plaguebearers under the effect of the Locus of Virulence and Virulent Blessing would be doing 4 damage for each wound inflicted.
9. Where the Crimson Crown would interact with Death To The False Emperor, work out any extra attacks separately as they cannot generate extra attacks.
10. Warp surge and Ephemeral form do not allow one's save to be better than a 3++ at any given time. Even in conjunction with the Impossible Robe, rolls of 1 and 2 are still failed saves.
11. Chaos Daemon stratagems only work on Faction Daemon keyword models. This includes auras obtained by stratagems like Aura of Conjuration. The auras only ever apply to faction Daemon models.
12. Where Sloppity Bilepipers "Disease of Mirth" interacts with a harlequins Silent Shroud Masque, disregard both abilities. Instead, the plague bearers roll 1 dice when making their morale test.

CRAFTWORLD ELDAR

GENERAL

1. When using Battle focus, the unit can shoot with rapid fire, assault or pistols without any modifier if it is making an advance. Remember that the unit still is affected by a -1 for shooting with a heavy weapon while moving and cannot shoot with heavy weaponry at all while advancing.
2. A Wave Serpents Serpent Shield ability can only be used in the owning players shooting phase to function as a weapon.
3. When Fortune is cast on a unit that already benefits from Spirit Stones, simply apply the best modifier/save. Abilities like these never stack.

4. Apply Fortune after all wounds have been allocated to a model, this means after applying (multiple) damage.
5. An Autarch does have to pay for his Forceshield.
6. Swooping Hawks do not count destroyed if they skyleap as long as they arrived before the end of the third battleround. The unit will count as destroyed if they are not on the table when the battle ends.
7. A unit may use its warpjump generator when falling back.
8. The Eldar Bonesinger datasheet can be used at the ETC.
9. The Path Of Command can only be used for command points spent by the player invoking the Warlord Trait.
10. When using Phantasm and setting up units again, they cannot be set up elsewhere than on the battlefield even if the unit has an ability that would allow it, as locale for setup cannot be changed.
11. The use of Phantasm needs to be declared after both sides are deployed, at the beginning of the first battleround but before the start of the first turn. Eldar players need to state they will use Phantasm before any potential dice-off has occurred to determine who gets to setup units outside of the normal deployment phase, like those occurring before the start of the first turn. In case of an Eldar on Eldar game, if one player does not declare the use of Phantasm, the player making use of the Stratagem sets up his units before continuing the roll-off. If both players declare, the roll-off to determine who gets to setup units outside of the normal deployment phase decides who gets to set up a unit via phantasm first. Alternate units making use of phantasm before proceeding to other units that are setup before the start of the first turn.
12. Fire and Fade cannot be used when a unit is engaged in combat.
13. The Yncarne can heroically intervene on the turn it is setup but still cannot be setup elsewhere than in your deployment zone if she is setup during the first battleround.
14. When setting up an Aeldari Webway Gate, place it so that the distance between the two nearest parts of the model that are on the table are 5" apart.

DARK ANGELS

GENERAL

1. Asmodai's Exemplar of Hate, Ezekiel's Book of Salvation, and a Deathwing/Ravenwing Apothecary's Narthecium only affect friendly DARK ANGELS INFANTRY or DARK ANGELS BIKER units..

DEATHWATCH

GENERAL

1. Intercepting Volley and Auspex Scan cannot be combined to target the same unit.
2. Passengers from open topped transports targeting a Corvus Blackstar with an Infernum halo-launcher will also suffer an additional −1 to hit.
3. When a Xenophase Bade would interact with a Shadowfield, all the successful shadowfield saves must be rerolled.

DRUKHARI

GENERAL

1. An Archon will not lose its shadowfield save when it suffers a mortal wound.

2. State on your armylist if Combat Drugs will be determined randomly. In any other instance, Combat Drugs chosen need to be listed on the armylist but can be changed freely before the battle subject to the restrictions mentioned on page 87 of the Drukhari Codex. Note that you must cycle through all 6 of the combat drugs before you can choose a bonus that has already been taken by another unit. This also applies after the first 6 combat drugs are chosen, then the cycle starts again until all 6 are chosen again, and so on.

3. The Master of Pain ability does not work cumulative. Apply the bonus once regardless how many haemonculi or characters with the ability are in range.

4. For Alliance of Agony to be used, a haemonculus AND a Succubus must be chosen (and thus present) in your army. ~~Each time this stratagem is used, a DIFFERENT Haemonculus and Succubus must be chosen than those already having a warlord trait~~. Multiple warlord traits chosen this way are not cumulative unless specifically stated so (meaning that even if you have multiple choices of Diabolical Soothsayer, you will only ever generate D3 command points extra).

5. Stratagems that are used at the start of the battleround, like Architects of Pain or Hyperstimm Backlash, can only be used once each battleround.

6. Check after making all the attacks with an Ossefactor if the conditions are met to make the roll to see if the unit suffers one additional mortal wound.

7. Where No Escape is concerned, do reroll the dice in case of a tie until the roll-off has a decisive winner.

8. The Agents of Vect stratagem can only be used if you have a Kabal Of The Black Heart detachment in your army. Agents of Vect can be used to counter Agents of Vect being played.

9. When a roll-off occurs to see if a unit can fall back from combat via the No Escape rule, and a player announces the use of a re-roll (via a CP or otherwise), the other player must decide if he will also re-roll the dice (via a CP or otherwise) BEFORE any of the re-roll results have been determined.

10. When a 2-5 is rolled for Agents of Vect, the CP's for your opponent do not count as spent. Do not roll to recuperate those CP with warlord traits, relics, or abilities.

11. Units with the Airborne rule from a Red Grief Cult Detachment still cannot perform charge moves.

12. Charging units affected by The Vexator Mask count as having the ability to strike first and will follow the normal fight sequence (after all charging units have fought this unit can be selected to fight) instead of striking after all eligible units have done so.

GENESTEALER CULT

GENERAL

1. A unit under the effect of Mind Control counts as a unit from your army for the duration of resolving the power and is thus subject to restrictions on shooting when being within 1" of an enemy unit.

GREY KNIGHTS

GENERAL

1. A unit redeploying by using the Gate counts as having moved.
2. ~~A unit drafted from the list on page 181 that becomes a Grey Knight Psyker only knows the smite Psychic Power and cannot generate from Sanctic.~~
3. Heed The Prognosticars can only be used on units that are currently on the battlefield.

HARLEQUINS

GENERAL

1. Where Sloppity Bilepipers "Disease of Mirth" interacts with a harlequins Silent Shroud Masque, disregard both abilities. Instead, the plague bearers roll 1 dice when making their morale test.
2. A Solitaire making use of the Blitz ability can advance as part of that Blitz move.

HERETIC ASTARTES

GENERAL

1. Tide of Traitors does not require reinforcement points to be paid.
2. When Lord Of Terror would interact with ATSKNF, the space marine player must reroll both die.
3. Any CSM Detachment can include Fabius Bile without losing its legion trait. Ignore Fabius Bile when determining if you have the necessary keywords to make up a CSM Detachment.
4. Eye of Night cannot be used on characters that are also vehicles unless if they are the closest enemy model to the relic-bearer.

HERETIC ASTARTES – FACTION DEATH GUARD

GENERAL

1. Curse of the Walking Pox can bring a unit of Poxwalkers above their starting strength but reinforcement points need to be paid for each model added.
2. Use the pointcost from the index to buy the wings upgrade for a Daemon Prince.
3. Mortarion's 'Host of Plagues' triggers in each players Fight Phase.
4. The 'Fugaris' Helm' only extends aura abilities themselves. For instance, the Lord of Contagion's Nurgle's Gift ability stating that All DEATH GUARD units within 7" of a friendly Lord of Contagion are affected, would extend to 10 inches instead. It does not have any bearing on range checks. For instance, the Nurgle's Gift tells you to roll a dice for each enemy unit that is within 1" of any affected friendly units...'. That range is NOT extended to 4 inches because of the Fugaris Helm. Also note it has no bearing on warlord traits and psychic powers as those are not listed in the unit's datasheet.
5. ~~Only generate a single extra to hit roll for every attack that triggers Death To the False Emperor by Mortarion using Silence.~~

HERETIC ASTARTES – FACTION EMPERORS CHILDREN

GENERAL

1. ~~When Music of the Apocalypse comes into play, the attack may only target the unit that triggered the ability.~~ Note that the Music of the Apocalypse ability is only triggered by things that count as an attack. It wouldn't trigger off of Fabius Bile's Enhanced Warriors ability for instance. If MOTA comes into play outside of the shooting phase, Noise Marines are still not able to target enemy characters that aren't the closest model. ~~Also bear in mind only a single model can use a grenade, even when multiple models are eligible for MOTA.~~ MOTA is not triggered when models flee the battlefield as a result of a failed morale test.

HERETIC ASTARTES – FACTION THOUSAND SONS

GENERAL

1. The aspiring sorcerer also benefits from All Is Dust.
2. Magnus' Primarch of the Thousand Sons ability only applies to dice rolled to see if the psychic test is manifested or not, you do not get to reroll dice when resolving the manifesting power as a result of Magnus' ability.
3. Brotherhood of Sorcerers only increases ranges for the target of the spells, not for its effects. For instance, do not apply wounds for models within 9 inches of a target of Infernal Gaze. The range described in the spell to apply mortal wounds remains 3 inches.

HERETIC ASTARTES – FACTION WORLD EATERS

GENERAL

1. Kharn himself will never be affected by his 'The Betrayer' Rule.
2. When Khorne Berserkers charge, resolve their Blood For the Blood God rule as follows: the unit is selected to fight twice as a separate unit having charged that turn. In case the unit did not charge, it can be selected to fight twice per the normal Fight Sequence.
3. ~~Units making use of Warptime cannot also advance as part of that move.~~

INQUISITION

GENERAL

1. Greyfax's Psyocculum rule does not override the restrictions on powers like Smite.

NECRONS

GENERAL

1. Multi-wound models returning via Reanimation Protocols do so with their full wound complement.
2. Any unit that benefits from a Ghost Arc's Repair Barge rule can only do so once per turn.
3. If the C'tan Shard of the Deceiver's Grand Illusion ability is used to redeploy a transport, the disembarking passengers are also not allowed to charge in their first turn.
4. State on your armylist if powers of the C'Tan will be determined randomly. In any other instance, these powers need to be listed on the armylist but can be changed freely before the battle subject to the restrictions mentioned on page 113 of the Necron Codex.
5. Powers of the C'Tan are not subject to the rules for shooting and hence cannot be used in overwatch.
6. A Tesseract Vault cannot cast the same power of the CTan twice per turn.
7. When checking each enemy unit within 6" for Imotekh's Lord of the Storm ability, apply the effect to every other unit than the initial target.

OFFICIO ASSASSINORUM

CULEXUS

1. The Culexus' Etherium rule is subject to to-hit modifiers.

ORKS

GENERAL

1. The Big Gunz & Mek Gunz are always separate units from the Grot Gunners.
2. Passengers of a Battlewagon do not benefit from Mobile Fortress.
3. When Flash Gitz's Gun-crazy Showoffs rule comes into play, target the nearest enemy unit that is not within 1" of a friendly Ork unit.
4. The turn Mob Up is used, keep track of effects that apply to specific models (one of the units may be under the effect of Doom or Mindwipe or the like). If one of the units that mobbed up advanced that turn, the entire mobbed up unit is prohibited from charging that turn. The mobbed unit will only yield one killpoint once it is destroyed.

SPACE MARINES

GENERAL

1. The Space Marine Apothecary's Narthecium only affects friendly <CHAPTER> INFANTRY or <CHAPTER> BIKER units.
2. A company champion does need to pay the points for a combat shield.
3. Only units currently on the battlefield can make use of an 'emergency teleport' by means of a Teleport Homer.
4. Count the grenade harness & wrist-mounted grenade launcher as having AP-1.

SPACE WOLVES

GENERAL

1. Treat Wolf Guard Pack Leaders in Terminator Armor as having the Terminator keyword.
2. A Wolf Priest's Healing Balms only affect friendly SPACE WOLVES INFANTRY, SPACE WOLVES BIKER or SPACE WOLVES CAVALRY units.

TAU

GENERAL

1. A drone controller does not affect the to hit roll required when performing Overwatch.
2. A Stimulant Injector works like Disgustingly Resilient.
3. A Nova Reactor wound cannot be re-directed via Saviour Protocols.
4. Wounds can be redirected via Saviour Protocols even if the model redirecting the wounds would already have suffered wounds.
5. Check for the range of Invocation Of Elements when range for the ability comes into play. Check range in the movement phase for Zephyrs Grace, morale phase for Calm of Tides, in the shooting phase for Storm of Fire and when a unit suffers a wound for Sense of Stone.
6. Check for the range of units benefiting from either Kauyon or Montka when the use of the ability is declared when range for the ability comes into play. Note that in the case of Kauyon all the units within range are prohibited from moving at al until the end of the turn.

7. Drones that can accompany units may benefit from special rules that allow the parent unit to set up in a special manner, like is the case for Manta Strike. For the purpose of deploying units, the Drones do not count as an extra drop or the 50% reinforcements rule as they only count as a separate unit after they have set up.
8. A Dal'yth Sept unit can benefit from Adaptive Camouflage in its first turn when going second.
9. A Breacher Team can make use of 'Breach and Clear!' when an enemy unit is in cover, even when using a markerlight to negate the bonus to said enemy units saving throw.
10. Only one enemy unit can be the target of focused fire. Define which unit is the target when declaring the use of the stratagem.
11. Any Tau Commander can only take 4 weapon systems.
12. A DS8 Tactical Support Turret is removed as soon as the strike team loses coherency. A support turret remains in play when it is the sole remaining survivor of the unit.
13. Drones bought for other units do not count for the "rule of 3" since they're bought as wargear for that unit.
14. Longstrike's Fire Caste Exemplar rule applies to any hammerhead, with the TX7 designation or otherwise.

TYRANIDS

GENERAL

1. ~~Tervigons may spawn Gaunts in such a way they end up 3" away from an enemy unit when it arrives in play itself that turn. There is no restriction on the Gaunts needing to stay 9 inch away.~~
2. Tervigons need to pay for their Stinger Salvo.
3. As long as a Mawloc has arrived before the end of the third battle round, the burrowing ability can be used after the third battle round 3. The Mawloc will count as destroyed if he is not on the table when the battle ends.
4. Old One Eye is affected by his Alpha Leader ability.
5. Having more than 2 pairs of Scything Talons or Massive Scything Talons does not provide any other bonus attacks.
6. A Broodlord is affected by the Brood Telepathy ability.
7. Units that spawn a Spore Mine on a miss do not need to pay reinforcement points for it.
8. A Tyrannocyte can only ever carry one unit.
9. ~~Units subject to instinctive behavior that must charge the closest unit can only declare a charge vs that unit.~~
10. Only units with the Hive Fleet keyword can be the target of Catalyst or Dominion.
11. A unit under the effect of Onslaught still cannot charge when it had used the Metabolic Overdrive stratagem.
12. When using the Enemy Below stratagem, the Jormungandr unit can follow any Mawloc, Ravener or Trygon from the tunnels regardless of their hivefleet keyword.
13. Announce the use of Pathogenic Slime at the start of the shooting phase.
14. The Hive fleet Kraken adaptation lets units fall back and charge, as well as rolling 3D6 for advances picking the highest result. It does not confer permission to advance and charge.

YNNARI AELDARI

GENERAL

1. Check soulburst ranges before resolving any actions.
2. Units that cannot take a soulburst action cannot be the target of Word Of The Phoenix.

3. Units wanting to use Soulburst to fight must already be within 1" of an enemy unit to be able to do so.
4. When destroying a transport, models disembarking as a consequence are not eligible for Soulburst.
5. A unit using soulburst to charge when it already fought in combat that turn then cannot fight again.
6. When setting up the Yncarne, do so using the position of the last model in the unit.
7. When soulburst would trigger together with other actions that take place immediately (like using Counter-Offensive), the player whose turn it currently is decides which simultaneous actions to resolve first. If the soulburst action triggers another soulburst, but there would be a prior 'immediate' action left to be triggered by your opponent, resolve your opponents action first before the new soulburst action takes place.
8. If a Detachment in your army has an Ynnari character as a warlord, be advised that Ynnari characters still cannot take relics or be attributed warlord traits from the Craftworlds book.