



ADEPTICON 2014

WARHAMMER 40K RULES ADDENDUM AND FAQ

ADEPTICON STATEMENTS AND CLARIFICATIONS

The following document is for use at AdeptiCon 2014 and exists solely to serve as a transparent means of informing our attendees how our judges will rule in the case of certain rules disputes. Forewarned is forearmed!

It is not meant to serve as a first-response document, nor is it meant to act as a replacement for common sense and good sportsmanship. Players have the ultimate authority in determining how their game and should make every attempt to actively resolve rules disputes at the table.

It is meant to act as an arbiter only when all other avenues of resolution have been exhausted.

Rules Disputes and Order of Resolution

Rules disputes are bound to occur at an event this large and varied in attendance. Players should attempt to resolve all rules disputes between themselves at the table (using the appropriate codex, rulebook, or FAQ). If this fails, contact a Floor Judge who will attempt to resolve the dispute using the appropriate game system documents and this Addendum. In some extreme situations, a Floor Judge reserves the right to escalate issues to the Head Rules Judge – his/her decision is final.

Question Submittal

Games Workshop's Game Development Team has been doing an outstanding job releasing FAQ documents since the release of W40K6e, and AdeptiCon would prefer nothing more than to have official answers to these questions directly from them! They are currently accepting rules questions at Gamefaqs@gwplc.com.

Questions not covered by an official FAQ document, that you wish answered for this specific event, may be submitted by using the [AdeptiCon 2014 Warhammer 40K FAQ Submission Form](#). This document will be updated on an as-needed basis as official FAQs are released and new questions arise.

Rules Resources and Supporting Documents

The following documents will take precedent where appropriate over this Addendum:

- [Games Workshop Errata and FAQs](#)
- [Forge World W40K6e & Horus Heresy Updates, Errata and FAQs](#)
- [AdeptiCon 2014 Approved Warhammer 40K Units](#)
- [AdeptiCon 2014 Approved Lords of War Units](#)

Event Rules and Codex Cutoff Date

This Addendum applies to the following events:

- [Warhammer 40K Championships](#)
- [Warhammer 40K Combat Patrol](#)
- [Warhammer 40K Exterminatus](#)
- [Warhammer 40K The Friendly 2014 \(The Dirty Dozen\)](#)
- [Warhammer 40K Team Tournament](#)
- [Warhammer 40K Two-front Doubles](#)
- [Warhammer 40K Warzone Tournament](#)
- [Warhammer 40K Youngbloods Tournament](#)
- [Horus Heresy: Massacre](#)
- [Zone Mortalis](#)
- [Zone Mortalis: Horus Heresy](#)

New codices that are released after March 3rd, 2014 will not be allowed at AdeptiCon 2014.

Terrain Setup and Care

Referring to the Order Sheet, setup Terrain before each game using the method described below:

- The player who chose table halves begins by choosing one terrain piece and deploying it anywhere in his table half. The terrain piece may straddle the center line of the table, but a **MAJORITY** of that terrain piece **MUST** be within the placing player's table half. No terrain piece can be placed within 5" of another terrain piece, the board edge or fortifications if the event allows them.
- Following the guidelines above, players then alternate placing terrain until all terrain pieces are on the table.
- All terrain pieces **MUST** be placed. If it becomes impossible to place one or more terrain pieces following the guidelines above, you and your opponent should adjust the already placed terrain in a mutually agreeable manner so that all terrain pieces can be placed on the table.

AdeptiCon volunteers have invested an incredible amount of time and effort in order to provide you with quality gaming terrain. Please treat the terrain with the utmost care throughout the weekend. If accidental damage does occur to a piece of terrain, please notify an event judge so the piece can be flagged for repair.

Minor updates and clarifications added throughout the document. These are marked in **Red** text.

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The Movement Phase

- Whenever a model moves, in any phase of the game, movement distance is measured with a straight three dimensional line between the base's starting and ending positions.
- **No part of a model may intentionally hang off the edge of the table, except for parts that are explicitly ignored while checking line of sight (such as the wings or tail of a non-vehicle model, for example).**
- A Tank is allowed to move through non-vehicle enemy models not locked in close combat when it turns on the spot to "aim" as part of a Tank Shock. Units moved through in this way count as being Tank Shocked and models in the path of the pivot may make Death or Glory attacks (provided the unit passes its Morale test).

The Shooting Phase

- Models that Turbo-boost in the Shooting phase can move any number of inches (up to the maximum for their unit type) in any combination of directions, potentially ending the phase in the exact same position.
- When a unit makes a shooting attack, so long as a model in the target unit was within range and LoS of at least **one** firing model when To Hit rolls were made, then that target model may have wounds allocated to it and be removed as a casualty.
 - Ex 1: A unit of 10 Grey Hunters with 8 Boltguns and 2 Meltaguns fires at a unit of Chaos Space Marines. The Space Wolves player chooses to resolve the Boltgun wounds first. After armor saves are made for the Boltgun wounds, the closest CSM is beyond the 12" range of either Meltagunner. This CSM model may still have the Meltagun wounds allocated to it and be removed as a casualty if any one of the Boltgun wielding Grey Hunters had range and LoS to it when To Hit rolls were made.
 - Ex 2: A Space Marine Tactical Squad with 4 Boltguns and a Lascannon shoots at a unit of Ork Boys. All 4 Boltgun wielding Marines have range and LoS to the same Ork Boy, but only that Boy. The Lascannon Marine has range and LoS to the entire Ork Boy unit. All Ork Boys in the unit can have unsaved wounds allocated to them and be removed as casualties.

Note that unsaved wounds from an attack that does not require LoS (e.g. Barrage weapons, Tau Smart Missile Systems) **can** be allocated to target models that are completely out of the firing unit's LoS.

- When a unit makes a shooting attack, any vehicle models that are completely out of the firing unit's LoS cannot be affected by that shooting attack (unless the attack does not require LoS, of course).
- Unless explicitly stated otherwise, rules that allow a model to shoot more than one weapon "in the shooting phase" do not apply to shooting attacks made in other phases of the game.

The Assault Phase

- **If a unit has a special rule that allows it to fire at multiple targets in the Shooting phase (such as the Split Fire special rule, for example), the unit may declare a charge against any of those targets in the Assault phase.**
- A charging unit must roll for its normal 2D6 charge range *before* attempting to determine if any of the charging models will be forced to move through difficult terrain. Then, *before* moving any of the charging models, both players will have to mentally map out where each charging model can and will move. If this process determines that the charging unit will have to move through DT, then at this point, roll the additional difficult terrain D6 as instructed on page 22 of the rulebook. If the charging unit has an ability allowing them to re-roll some or all of their charge range (such as the Fleet special rule), then this ability can either be utilized *before* rolling the additional difficult terrain D6 or *after*, but not both.
 - Ex: A unit with Fleet rolls 2D6 for its charge range and scores 3". As this is not enough distance to reach its target, the charging player decides to re-roll both dice and this time scores 11". Unfortunately, this new charge range now means the unit will be charging through DT, so the additional difficult terrain D6 is rolled, with a '1' being the result. However, the charging unit cannot re-roll this '1' result, as they have already utilized their Fleet re-roll.
- When multiple units are eligible to fire Overwatch at a charging unit, the firing player resolves the Overwatch from one of his units (of his choice) before deciding whether he would like to fire Overwatch with another eligible unit. This continues until all eligible units have either fired or the player chooses to make no further Overwatch attacks against the charging unit.
- Units are considered to be locked in close combat as soon as any enemy model moves into base to base contact with them. This prevents the unit from firing Overwatch against other units charging them later in the same phase.

- Units may choose not to make a Consolidation move after winning an assault. If they choose not to, all models in the unit are left in their exact positions.
- If a unit chooses to make a Consolidation move, then all models in the unit must end this movement 1" away from all enemy models, including any enemy vehicles they may have just attacked in close combat.
- While making Pile In moves, if both players' moves in a particular Initiative step are insufficient to bring any combatants back together, but Pile In moves in subsequent Initiative steps that turn would be sufficient to do so, the assault continues normally.

Characters

- Precision Shot/Strike wounds are always separated into a different group (or groups) within the Wound Pool from any non-Precision Shot/Strike wounds.
- Independent Characters may join a single model unit so long as that unit had the option of having multiple models in its army list entry (e.g. an Independent Character may join an XV104 Riptide even if the Riptide did not purchase any drones and began the game as a single model unit).
- **A unit is allowed to charge a vehicle it is unable to hurt in close combat, provided it is a Walker.**

Psykers/Psychic Powers

- If the Terrify psychic power causes a unit locked in close combat to fall back, they leave combat and make a normal fall back move. If they were the only unit locked in combat with the enemy, the enemy may not make a Sweeping Advance or Consolidate and remains exactly where they are.
- **If the Terrify psychic power causes a Swooping Flying Monstrous Creature to fall back, the Flying Monstrous Creature immediately switches to glide mode and makes a normal fall back move. If it reaches the board edge while falling back, the model is destroyed. A falling back model may not elect to swoop again until the turn after it regroups (as it can only move 3" the turn it regroups).**
- Multiple instances of the same Malediction cast by different models do stack with each other.
- Zooming Flyers do not suffer the Strength 1 hit with the Haywire special rule when targeted by the Objuration Mechanicum psychic power. The other effects of the power apply normally.
- A psyker that is either falling back at the start of its turn or unable to move in its movement phase (because it is locked in combat or has gone to ground, for example) may not use the Gate of Infinity Psychic power that turn (both the version of the power in the main rulebook and in the Space Marine codex).

Universal Special Rules

- Models making a Hit & Run move that encounter an obstacle they are not allowed to move through or over (such as Impassable Terrain or the edge of the board, for example) immediately end their move.
- An Independent Character that has the Infiltrate special rule can join a unit that does not have Infiltrate during deployment allowing them all to infiltrate together.
- A model that fires during an opponent's turn using the Interceptor special rule:
 - Must have line of sight to its target even if the weapon being fired does not normally require LoS.
 - Always counts as stationary for this firing.
 - May still fire Overwatch if assaulted in the same player turn, even with the same weapon used to intercept.
- A unit can perform a Vector Strike in the same turn that it leaves Combat Airspace.
- If a model has the Smash special rule and uses a close combat weapon that has an AP3 or higher, these attacks are still resolved at AP2.
- Unless specified otherwise, attacks that cause Instant Death on a *to wound* roll of 6 still need to be able to wound the target model for Instant Death to be inflicted (e.g. a S4 attack cannot hurt a T8 model even if the attack causes Instant Death on a 6).
- If a unit rolls a Mismatched result on the Deep Strike Mishap Table, the enemy player must place the unit in a legal spot where they would not mishap a second time. If no such position exists, the unit is placed into Ongoing Reserves.
- When a unit with the Brotherhood of Psykers/Sorcerers special rule casts a psychic power, range and LoS are determined from any single model with this rule in the unit, selected by the casting player. Note that if such a unit casts a psychic shooting attack, only the selected model counts as making the attack (meaning other models in the unit can still fire a weapon of their own, should they have one).
- Cover saves may not be taken against glancing and penetrating hits that have the Ignores Cover special rule.
- An Ordnance weapon with the Tank Hunter special rule must reroll both armor penetration dice or none at all.

Unit Types

- **Turbo-boosting is considered the equivalent of Running, so if a unit elects to Run or Turbo-boost, then all models in the unit must forgo their shooting to do so. This also means it is perfectly fine for some models in a unit to Run while others Turbo-boost.**

- **Models equipped with a jet pack may make a Thrust Move in the Assault phase even if some models in the unit are not equipped with jet packs.**

Flyers and Flying Monstrous Creatures

- Unless specified otherwise, any attacks or special abilities that can cause damage (i.e. hits, wounds and/or vehicle damage) without rolling to hit (e.g. an Ork Weirdboy's Zzap psychic power and Njal's Lord of Tempests special rules) have no effect on Zooming Flyers and Swooping Flying Monstrous Creatures. This is true even if the attacking unit has the Skyfire special rule. Note that Imotekh's Lord of the Storm ability is an explicit exception to this rule.
- For ease of tournament play, at this event, all vehicle weapons are assumed to be able to swivel vertically 180 degrees on their mount, instead of the normal 45 degrees.

Blast Weapons

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

Template Weapons

- Models completely out of LoS of the firing unit can be hit by a template weapon and add wounds to the wound pool for the shooting attack. However, unless the template weapon does not require LoS, models completely out of LoS of the firing unit cannot have unsaved wounds allocated to them, and so cannot be removed as casualties. Similarly, a template cannot affect vehicles that are completely out of the firing unit's LoS either (unless the weapon does not require LoS, of course).
- Template weapons with the Torrent special rule, besides not having to be placed touching the firing model's base, must still abide by all other targeting restrictions for Template weapons.

Allies

- A unit with an allied Independent Character attached cannot embark, nor begin the game embarked, upon a transport vehicle.
- Modifiers that affect Reserve Rolls apply to units from the same detachment with allied Independent Characters attached. They do not apply to Independent Characters from the detachment attached to allied units.
- **An army may not take a particular detachment if any other detachment in the army is a Come the Apocalypse ally.**
 - **Ex: An Imperial Guard army with an allied Chaos Daemons detachment may not take an Inquisitorial detachment.**

Terrain

- The 4+ cover save for ruins applies only to models obscured from the attack by the walls of the ruin. The floor and its base (if it has one) are just treated as normal area terrain. Rules that specifically modify the cover save of 'ruins' apply only to the cover save provided by the ruin walls.
- Unlike other types of area terrain, forests grant a cover save if a firing model traces its line of sight over *any portion* of the forest's base, regardless of whether the target (even if it is a vehicle) is physically obscured by the trees at all. This even applies to a firing model even a fraction of an inch fully inside of a forest that is firing at targets outside.

Fortifications

- A claimed fortification is considered to be a unit in the controlling player's army. Therefore special rules and abilities that apply to friendly units/models generally apply to a claimed fortification. Note however, rules/abilities that apply only to units/models from a particular codex will not apply to a fortification which is not from a codex.
 - Ex 1: A claimed fortification within 6" of an Ork Kustom Force Field would gain a 5+ cover save (provided it was claimed by the Ork player).
 - Ex 2: A claimed fortification within 3" of a Dark Angel's Power Field Generator would gain a 4+ invulnerable save.
- Gun emplacements are not considered to be models or units (they are terrain), which means among other things:
 - They do not generate a Victory Point when destroyed.
 - They do not benefit from special abilities that affect models/units (e.g. Ork Kustom Force Field or Dark Angel Power field Generator).
 - They are also unaffected by tank shocks and psychic powers (other than psychic shooting attacks).
- Fortifications that are buildings may take cover saves granted by terrain or intervening units just like a vehicle does, treating the building's entire silhouette as it's facing if none is apparent. Gun emplacements may take cover saves granted by terrain or intervening units just like an Infantry model does.
- Units cannot declare a charge against a gun emplacement. However, if while charging another unit a gun emplacement is engaged in close combat, then attacks may be directed at the gun emplacement as though it were a separate unit.
- Both players may have a model in base contact with the same gun emplacement (provided they are 1" apart) and both models may fire it in consecutive Shooting phases.

- Only models physically on top of a shielded Skyshield Landing Pad gain the 4+ invulnerable save.
- The shielding walls of a Skyshield Landing Pad are battlements and provide a 4+ cover save to models obscured by them.
- Models obscured by the leg/pillar portion of a Skyshield Landing Pad receive a 3+ cover save.
- The Automated Fire rule causes emplaced weapons to fire at the nearest “legal” enemy unit within range and line of sight. A unit is still a legal target even if the shooting attack is not strong enough to hurt it. A unit is not a legal target if it would require breaking one of the targeting restrictions of the weapon type (e.g. placing a blast marker over a friendly model).
- **Allied units and units with allied characters attached are allowed to embark upon fortifications that are buildings. For the purposes of claiming buildings, allies of any type claim a fortification for the army they were purchased for.**

Missions

- For ease of tournament play, at this event, a scoring unit is always considered to be a denial unit as well.
- A Fast Attack/Heavy Support unit with the Swarms special rule (or any other special rule that specifies the unit never counts as being scoring) does not count as being a scoring unit, even when playing the Scouring or Big Guns Never Tire missions.
- In The Relic mission, if the relic is dropped because it moves more than 6” in a single phase then it is dropped from the position where the carrying model began that phase.
- Units embarked on a transport cannot achieve the Linebreaker Secondary Objective for being in the enemy’s deployment zone.
- For ease of tournament play, at this event, Flyers may **never** score or contest an objective marker. Note that a Flyer made into a scoring unit may still achieve the Linebreaker mission objective.

Drop Pods

- Models disembarking from a drop pod can make a normal move ending wholly within 6” of the pod.
- When a Drop Pod deploys, it does not automatically lose a Hull Point even though it is ‘treated as suffering an immobilized damage result’. However, if it lands in Difficult/Dangerous Terrain and fails its Difficult Terrain test, then it loses a total of 2 Hull Points.
- The doors of a drop pod model are ignored for all game purposes (e.g. they never block LoS, they may not be disembarked from, and enemy models do not need to remain 1” away from them).
- Units embarked upon a drop pod transport, and Independent Characters attached to those units, are ignored for the purposes of calculating the number of units that may be held in Reserves. This means that a drop pod themed army could potentially begin the game with every unit in Reserves.



CODEx-SPECIFIC QUESTIONS

Adepta Sororitas

- An Adepta Sororitas army uses the “Sisters of Battle” ally matrix entry in the main rulebook.

Blood Angels

- A Furioso Librarian counts as being a Blood Angels Librarian for the purposes of generating psychic powers from the rulebook (per the Blood Angels FAQ). Note that even though a Furioso Librarian has two psychic powers, it is still Psychic Mastery Level 1.
- The Blood Lance psychic power has no effect against Zooming Flyers and Swooping Flying Monstrous Creatures.

Chaos Daemons

- When resolving a Warp Storm result that requires a D6 to be rolled for each unengaged enemy unit (and units containing at least one Daemon of the specified type), do not roll for any units that are currently embarked in a vehicle or occupying a building.
- The *Daemonic Possession* Warp Storm result has no effect on psykers currently embarked upon transports or occupying buildings. It does however affect Swooping Flying Monstrous Creatures (that are also psykers) normally.
- When generating a unit of Daemons either from a Portaglyph or the *Summoned from the Warp* Warp Storm result, a Chaos Daemons player may roll the unit size before choosing which type of unit is summoned.
- When a psyker (or unit of psykers) is created mid-game, immediately roll for any randomly generated psychic powers before placing them on the table. Psykers created this way enter the game with 1 Warp Charge point per their mastery level.
- Independent Characters from the Chaos Daemons codex cannot join units from the Chaos Space Marines codex.
- Feel No Pain rolls may be taken against wounds caused by Daemonic Instability.
- Kairos Fateweaver’s Staff of Tomorrow does not allow him to re-roll the end of the game roll, Night Fight rolls on turns 5+, or a D6 that was originally rolled by the opponent.
- Kairos Fateweaver is treated as a single psyker model for any special rules or attacks that target, count, or otherwise affect psykers.
- Kairos Fateweaver may use the rerolls granted by the Staff of Tomorrow and the Lord of Unreality warlord trait while in Reserves.
- For the purposes of the Lamprey’s Bite special rule, a Screamer’s “normal close combat attacks” include the bonus attack for charging but do not include Hammer of Wrath attacks.

- A model may only take a cover save against a Screamer’s Slashing Attacks if it is in area terrain (excl. vehicles) or there is a special rule granting it cover.
- For a Burning Chariot of Tzeentch, the Blue and Pink Fire of Tzeentch Daemonic Gifts belong to the Exalted Flamer and not the Chariot itself. This means that if the chariot moves, in the subsequent Shooting phase the Exalted Flamer will only be able to shoot Blue Fire as a snap shot, and will not be able to shoot Pink Fire at all.
- When the Masque of Slaanesh targets a unit with the Dance of Caging, roll a separate D3 each time the target unit is going to move for any reason. The Dance of Caging affects all types of movement, including, Turbo-boosting and Thrust movement. Flying Monstrous Creatures that are affected by this ability on their turn may not choose to Swoop.
- A Fiend of Slaanesh’s Disruptive Song special rule applies a -1 Ld modifier for each Fiend model that is within 12” of an enemy psyker. These modifiers are cumulative with other instances of Disruptive Song from different units. Note that a Leadership Test is not the same as a Characteristic Test, and therefore a roll of double ‘1’ always passes even against a Ld of 0.
- **A model that takes a Disc of Tzeentch as an optional upgrade receives the +1 Toughness Armoured Steed bonus.**
- Leadership penalties from the Doomstone apply to an enemy character even if that model is removed as a casualty and later returns to the game via a special rule. If the Doomstone lowers a character’s leadership to 0, then any special rules that would prevent them from being removed as a casualty or subsequently return them to play are ignored.
- If a multi-wound model fails a characteristic test from the Pavane of Slaanesh or Rancid Visitations psychic powers, but is not removed as a casualty, the attack immediately ends.
- Each unsaved wound inflicted by either the Contagion or Witsteal special rule does cause the affected model (if still alive) to take a further Toughness/Initiative characteristic test, respectively.
- The turn it arrives from Reserves, an Icon of Chaos can immediately be used to reduce the scatter distance of subsequent viable units arriving by Deep Strike.
- If a model riding an immobilized chariot has the Warp Tether Daemonic Gift and is removed as a casualty, the chariot, along with its rider, are placed into Ongoing Reserves and will have to re-enter play via Deep Strike.
- A Chaos Daemons player may roll to see if the Portaglyph creates a unit the same turn that it is placed.

- A Portaglyph has no specified height, and may literally be represented by a small blast template.
- When Necron Mindshackle Scarabs are controlling a daemon model with a Mutating Warpblade, and that model slays a character or monstrous creature from their own army, the Warp Mutation special rule does not take effect.
- When Mindshackle Scarabs force a model to attack another model from its own army (including itself), and the target model has the Burning Blood Daemonic Gift, D3 wounds are not generated for each unsaved wound suffered.
- The +1 to Feel No Pain rolls from the Warpflame Daemonic Gift stacks with other instances of Warpflame. Note that a model's Feel No Pain roll can never be improved beyond 2+.
- When rolling for a model's Daemonic Rewards, Warp-forged Armor and the Unbreakable Hide Greater Reward are not considered to be duplicates.
- A model with the Mutating Warpblade must actually use the weapon to slay an enemy character or monstrous creature for the Warp Mutation special rule to take effect.
- A model with the Blade of Blood must actually use the weapon to attack in the assault phase for the Bloodlust special rule to take effect.
- As long as a Daemon armed with a Staff of Change or Mutating Warpblade manages to inflict one or more unsaved wounds onto an enemy character or monstrous creature in the same Initiative step of a combat where that character or monstrous creature is killed, then their Warpdoom and/or Warp Mutation special rules will apply. Note that this means it is possible for both the Warpdoom and Warp Mutation special rules to be resolved against the same model.

Chaos Space Marines

- A model without the Champion of Chaos special rule may attempt a Glorious Intervention to save a model with the Champion of Chaos rule.
- Two Independent Characters with different Marks of Chaos can both join the same unmarked unit.
- Force weapons cannot cause Instant Death to Kharn the Betrayer even if their strength is double or more than his toughness value (e.g. a Nemesis Daemonhammer).
- A Warpsmith cannot use a fire point to curse an enemy vehicle with the Master of Mechanisms special rule while embarked on a vehicle.
- A model that fails the immediate Toughness test caused by suffering an unsaved wound from the Black Mace is removed even if it has the Eternal Warrior special rule.
- If a CSM model is locked in combat and the end of

- phase Toughness tests caused by his Black Mace kills all enemy models within 3" of him, the CSM model is still considered to be locked in that combat unless *all* enemy models locked in that combat were killed.
- If Typhus chooses to use the Destroyer Hive special rule while he is involved in a challenge, place the large blast template normally. The enemy model also involved in the challenge is treated as being in a separate unit from any other units hit by the template. Wounds are then determined normally for each effected unit, removing casualties in order of closest to Typhus. Using the Destroyer Hive in this way allows Typhus to wound models not directly involved in the challenge.
- Plague Zombies can man gun emplacements and fire emplaced weapons.
- LoS for a Heldrake is drawn from the head of the model. The head has a 360-degree LoS and ignores the rest of the Heldrake model when drawing LoS.
- A Dimensional Key does not override the effects of the Jamming Beacon wargear on a Land Speeder Storm.

Dark Angels

- A unit containing Belial that uses the Gate of Infinity psychic power to Deep Strike does not scatter. Also, the unit does not need to roll to see if a model is claimed by the warp.
- Ezekiel does benefit from the Book of Salvation wargear, effectively making him WS6.
- A Ravenwing Darkshroud is always considered to be a friendly unit within 6" of itself for its Shroud of Angels special rule (and therefore it effectively always has both the Stealth and Shrouding special rules).
- The -1 Toughness penalty caused by a Rad Charge from a Ravenwing Grenade Launcher is applied immediately and affects other shots being resolved simultaneously by the same unit.

Dark Eldar

- A model may only take a cover save against a Reaver Jetbike's Bladevanes Attacks if it is in area terrain (excluding vehicles) or there is a special rule granting it cover.

Eldar

- The +1 Strength from the Crushing Blow Exarch Power is a normal strength modifier. This means if the Exarch's Strength value is doubled for any reason, the +1 from Crushing Blow is added afterward.
- The Fast Shot Exarch Power applies to any weapon the Exarch is using to make a shooting attack, including grenades.
- Cover saves may not be taken against Prince Yriel's Eye of Wrath attacks.
- Illic Nightspear may not be deployed within 1" of an enemy model.

- If Illic Nightspear is joined to another Infiltrating unit, the unit does not benefit from the Walker of the Hidden Path special rule and must follow the normal rules for Infiltrating.
- A player must declare which of a model's weapons are going to fire before rolling to hit with a Scatter Laser.
- On a wound roll of a 6, a weapon with the Bladestorm special rule causes a wound regardless of the target's Toughness.
- A model with the Eternal Warrior special rule is still removed from play if it fails its Leadership test after being wounded by a Diresword.
- When a model passes an invulnerable save with a Scattershield, all units within 6", including the bearer's unit, must take a Blind test. Note that the bearer of the Scattershield does not automatically pass this Blind test.
- A Wave Serpent's Serpent Shield is a weapon and may be destroyed by a Weapon Destroyed result on the vehicle damage chart. **Note that this destroys both the Serpent Shield's offensive and defensive abilities.**
- An army may only include one of each Remnant of Glory regardless of how many detachments, allied or primary, the army has.
- Each individual power in the paired sets of powers from the Runes of Battle discipline (e.g. Conceal and Reveal) are considered separate powers for all intents and purposes.
- Wounds caused by the Mind War psychic power may be redirected by a Look Out Sir roll. However, the WS and BS penalties stay with the target model.
- A model under the effects of the Death Mission psychic power may still activate a force weapon.
- Warlocks are split off from the rest of the Council after Warlord Traits are determined but before psychic powers are generated.

Iyanden Supplement

- In addition to following the Allies Matrix for Codex: Eldar, Iyanden detachments and Codex: Eldar detachments may ally together as Battle Brothers.
- Units wishing to benefit from the Voice of Twilight Psychic power must be within 12" and Line of Sight of the caster when the power is cast.

Grey Knights

- A Neural Shredder uses the majority leadership of the target unit when rolling to wound.
- When using the Dark Excommunication psychic power, the following sections from pages 61-69 of the Chaos Daemons codex are counted as Daemonic Gifts; Ranged Weapons, Melee Weapons, Daemonic Attributes, Icons & Instruments, Hellforged Artifacts, Daemonic Rewards, Daemonic Loci, and Daemonic

Psychic Powers. Additionally, anything listed as a Daemonic Gift in a unit's army list entry is also counted. Note that Daemonic Steeds and psychic powers generated from the main rule book are not affected by Dark Excommunication.

- Affected enemy units can attempt to Deny the Witch against both the Cleansing Flame and Heroic Sacrifice psychic powers.
- If a model casts the Cleansing Flame psychic power while involved in a challenge, all enemy models in the entire combat, not just the enemy character in the challenge, are affected by it normally.

Imperial Guard

- Parts of an Imperial Guard Infantry Platoon may be placed into Reserves while the rest of the Platoon is deployed. The units deployed are counted as a single unit in missions that limit the number of units that can be deployed. In addition, when making a reserve or outflanking roll, roll once for all the units placed in Reserves from the same Platoon. Any units in Reserves that are embarked upon a non-dedicated transport are instead rolled for separately.

Inquisition

- **An Inquisitorial Independent Character may join a Battle Brother ally unit even if that unit has models attached from an army that would normally be an Ally of Convenience or a Desperate Ally of the Inquisition. In the case of a Desperate Ally the One Eye Open rule is ignored so long as one of the two models triggering the rule is attached to the Battle Brother Ally. Note that special abilities that apply to the unit will transfer to all models in the unit regardless of their ally affiliation.**
 - **Ex 1: Inquisitor Coteaz may join a Space Marine Tactical Squad that also has a Tau Empire Commander attached to it. While in the same Space Marine unit, Coteaz and the Commander effectively ignore the One Eye Open rule. If an enemy unit triggers Coteaz's I've Been Expecting You rule the Tau Commander will be able to fire with the unit.**
 - **Ex 2: If an Ordo Xenos Inquisitor model joined to a Grey Knight Strike Squad is within 6" of an allied Necron Warrior unit the One Eye Open rule is effectively ignored.**
- **If your army's primary detachment is a Desperate Ally of the Inquisition then Inquisitor Coteaz's Lord of Formosa rule is ignored.**
- If the bearer of a Psyoculum (or his unit) Snap Fire at a unit containing one or more models with the Psyker, Psychic Pilot, or Brotherhood of Psykers special rules the attack is resolved at BS1.

Necrons

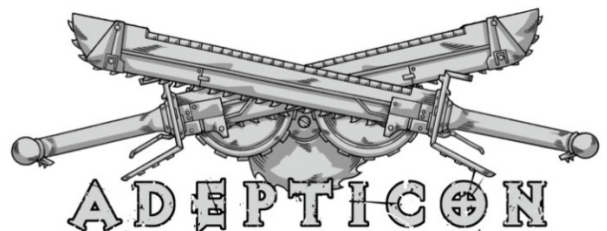
- Do not place a Reanimation Protocol or Ever-Living counter for any models that are caught in a Sweeping Advance. Ever-Living Counters already placed on the table before a unit was caught in a Sweeping Advance do remain in play.
- A successful Feel No Pain roll does not negate the armor reducing effects of the Entropic Strike special rule.
- If a Cryptek or any Independent Character is joined to a unit of Deathmarks, that model also benefits from the Hunters from Hyperspace special rule.
- A Doom Scythe's Death Ray is a hull-mounted weapon, but the two points picked for it do not have to be within the weapon's arc of sight. While all models under the line do generate a hit on their unit, only models in the Doom Scythe's LoS and range (including the range and LoS drawn from the Tesla Destructor, if fired) can have unsaved wounds allocated to them and therefore be removed as casualties. For casualty removal purposes the Death Ray's range is 12" plus the 3D6" rolled for its second point. Vehicle models completely out of the Doom Scythe's LoS also cannot be affected by this attack.
- The twin-linked tesla destructor on an Annihilation Barge is a hull-mounted weapon.
- A Ghost Ark may use the 'Repair Barge' special to return a Cryptek/Lord model back to play as part of the Warrior unit it was previously attached to. This rule may not be used to return Independent Characters to the unit.
- The player whose turn it is determines whether the effects of Mindshackle scarabs and whip coils are resolved before or after models involved in a challenge are moved into base to base contact.
- When Mindshackle Scarabs are controlling a Deathwing Knight, either the Necron or Dark Angels player can choose to activate the unit's Smite Mode and all Deathwing Knights in the unit must follow suit. However, if one player is striking at a higher Initiative step than the other player (e.g. the Mindshackled Deathwing Knight is also being affected by a whip coil), then whichever mode the first attacking Deathwing Knight(s) choose to attack in will apply to all Deathwing Knights from the same unit.
- The Chronometron wargear can only be used on rolls of a single D6 (e.g. an armor save) not rolls that use multiple dice (e.g. a leadership test).
- Vargard Obyron's Cleaving Counterblow special rule only takes effect if Obyron is in a Challenge or is the only model capable of having wounds allocated to him (e.g. he is the only model left in the unit).

Orks

- Models turned into a squig by the Zogwart's Curse special rule are not considered to be removed as casualties. Neither is the model considered "destroyed" for the purposes of Victory Points, or other game effects, until the squig is removed as a casualty. Any special rules that would have triggered when the original model was removed as a casualty are effectively ignored and do not trigger, even if the squig is later removed as a casualty.

Space Marines

- A Black Templars detachment uses the "Black Templars" ally matrix entry in the main rulebook.
- A Raven Guard detachment uses the Chapter Tactics description on page 75. Ignore the summary entry at the back of the codex.
- If a Stalker chooses to use the dual fire mode, any shots targeting a unit that is not a Flyer, Flying Monstrous Creature, or Skimmer are resolved at BS1.
- When a weapon with the Graviton special rule rolls a 6 for armor penetration against an already Immobilized vehicle, two hull points are removed.
- When a weapon with the Graviton special rule special rolls to wound against a unit with multiple armor saves use the save that is in the majority in the target unit. If two or more armor saves are tied for majority, use the higher (worst) of these tied saves.
- Weapons with the Graviton Special rule roll against a models current armor save.
- Cover and invulnerable saves may be taken against wounds cause by a weapon with the Graviton special rule.
- An army may only include one of each Chapter Relic regardless of how many detachments, allied or primary, the army has.
- A single model may only be armed with one item from the list of Chapter Relics.
- Tacitcal Squads must pay the associated points for items from the Special and Heavy Weapons lists regardless of how many models are in the unit.
- **In a Space Marine Command Squad, so long as a Veteran does not replace a weapon required for the upgrade, it may purchase any of the Veteran options and then be upgraded to an Apothecary or Company Champion.**



Space Wolves

- If an Ally of Convenience casts a psychic power within 24" of a Runic Weapon the Space Wolves player must roll a D6, and on a 4+ (3+ for Njal) that power is nullified. **Note that if the enemy player is entitled to a Deny the Witch roll against the psychic power, they may choose whether to make their own Deny the Witch attempt or force the Space Wolves player to make his Runic Weapon roll, just not both.**
- Jump Infantry and Jump Monstrous Creatures (e.g. a Nemesis Dreadknight with Personal Teleporter) are affected normally by Jaws of the World Wolf. Flying Monstrous Creatures however, regardless of what flight mode they are in, are not.
- **If the line traced by Jaws of the World Wolf passes through a unit occupying a ruin, only models on the ground level are affected.**

Tau Empire

- The roll made for Aun'Va's Paradox of Duality may be taken in addition to any save the model may attempt. Additionally, weapons that ignore cover do not negate the Paradox of Duality roll.
- A unit must be within 12" of an Ethereal at the time they actually wish to benefit from the Invocation of Elements special rule. In the case of Zephyr's Grace, this means units must end their run movement within 12" of the Ethereal to be able to fire Snap Shots.
- A Stealth Team must contain six models (excluding drones) in order to purchase two fusion blasters.
- A Sun Shark Bomber begins the game with one pulse bomb.
- When an Interceptor Drone disembarks from a Sun Shark Bomber, the distance the Sun Shark moves does not affect the drone's shooting attack (i.e. they do not need to fire Snap Shots even if the Sun Shark moves 36").
- When a model with the Skyfire special rule uses the Seeker markerlight ability to fire a Seeker Missile at a Zooming Flyer or Swooping Flying Monstrous Creature, the attack is resolved at BS5. If the firing model does not have Skyfire then the attack is resolved at BS1 as usual.
- If a vehicle is only able to make Snap Shots at any target (e.g. it is suffering from a Crew Shaken vehicle damage result) and it uses the Seeker markerlight ability to fire a Seeker Missile, the attack is resolved at BS1 as usual.
- When multiple units fire Overwatch at an enemy unit, markerlight counters placed by one unit may be utilized by other units that fire after them.
- A Markerlight counts as a weapon with a Strength of 5 or less for the Point Defense Targeting Relay vehicle battle system.

- Both the Drone Controller and the Counterfire Defence support systems have no effect on drones making Snap Shots.
- Only Gun Drones, Marker Drones, and Sniper Drones benefit from a Drone Controller support system.
- A model firing Overwatch cannot use the Target Lock support system to target a non-charging enemy unit.

Tyranids

- When a Malwloc is using the Terror From the Deep special rule:
 - The Mawloc can choose to Deep Strike onto a point occupied by models locked in close combat.
 - If the Mawloc's attacks destroy a Transport vehicle with embarked passengers, the passengers disembark normally before attempting to place the Mawloc. This may cause the passengers to be hit by the second blast marker or force the Mawloc to roll on the Deep Strike Mishap table.
 - When/if the Mawloc is placed on the spot where the blast marker landed, center the Mawloc's base over the blast marker facing any direction. Note some of the model's base will hang over the side of the blast marker.
- A Hive Crone's wings are ignored when determining which units the model may Vector Strike. Use the model's base, body, and head.
- When using the Hive Crone's drool cannon, place the template's narrow end so that it is touching the Hive Crone's base like a normal template weapon.
- Units with the Stubborn special rule ignore the Deathleaper's It's After Me rule when taking Morale or Pinning tests.
- Spore Mine models may charge the turn they are created via the Spore Burst special rule. Note Spore Mine models may not charge the turn that they Deep Strike.
- The Pyrovores Volatile special rule only affects units within D6" of the slain Pyrovore.

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IMPERIAL ARMOUR STANDARD (NON-EXTERMINATUS) FAQ

General

- Point values and rules for Imperial Armor units must always be from the most current published version. When in doubt which version is most current, please refer to our [Warhammer 40K Approved Units](#) and [Lords of War Approved Units](#) documents.
- Ignore any rules references that mention rolling on the damage table for glancing hits (as glancing hits just remove a hull point now).
- Except where specified otherwise, any ability that causes an automatic penetrating hit also removes 1 hull point per penetrating hit caused (in addition to any damage caused by rolling for the penetrating Hits).
- Template weapons that are able to fire at range still have to follow the general restrictions for placing a template: you must have line of sight to at least one model in the target unit, you must try to cover as many models in the target enemy unit while not covering any friendly models, etc.
- Some weapons cause units to roll one less D6 when moving through difficult terrain. However, units that are making a charge move ignore this rule and instead just follow the normal rules for charging through difficult terrain.
- Ignore any rules references to the 'No Retreat!' rule (as that rule no longer exists in the game).
- The following models are considered daemons for any special rule that affects daemons: Any model with the 'daemon', 'daemonic' or 'daemonic possession' special rule. All models taken from the Chaos Daemons codex, excluding Chaos Spawn. Dark Eldar Mandrakes and the Decapitator. Grey Knight Daemonhosts.
- Immobile artillery gun models that would have to be moved due to a vehicle ending its move on top of them during a tank shock must instead make a death or glory attack. If multiple gun models are forced to make such an attack, resolve them one at a time (note that this is an exception to the rule that only one model in a unit is able to make a death or glory attack), with each attack that fails to stop the vehicle resulting in one gun model and one crew model being removed.
- Unless specified otherwise, **Imperial Armour** special characters that have specific psychic powers listed may not swap these out for randomly generated replacements.

Flyers

- When firing a template weapon at a flyer model that is in hover mode (or any other super tall model, for that matter), hold the template over the top of all the models (so the tip of the template is only touching the firing model from a top-down perspective).

- In the case of flyer squadrons that have the hover special rule, all models in the squadron must always make the same choice of whether to hover or zoom.
- If two flyers in the same squadron suffer locked velocity while they are moving at different speeds (one at combat speed and another at cruising speed) and this then forces the squadron out of coherency, then choose one of the two flyers to be abandoned exactly like the normal squadron rules when a model becomes immobilised. All other flyers in the squadron that aren't suffering from locked velocity must continue to maintain coherency with the squadron-mates that have not been abandoned.
- If a flyer has both the 'hover' and 'supersonic' rule then it is allowed to enter hover mode (regardless of what the supersonic rule says). However, while in hover mode the model ignores it's supersonic rule.
- If a flyer has the deep strike ability, when it arrives via this method it counts as zooming at cruising speed (18"), but cannot evade or drop any bombs the same player turn. If the flyer has hover mode, then it may instead choose to deep strike in hover mode (still counting as having moved at cruising speed, of course).

CHAOS

Blood Slaughterer of Khorne (Imperial Armor Apocalypse - v2013, pg 65)

- The Blood Slaughterer does not get the +D3 bonus attacks for fury of khorne when making a disordered charge.

Chaos Contemptor Dreadnought (Imperial Armor Apocalypse - v2013, pgs 60-61)

- The hellfire reactor's S2 hits on psykers in base contact happens after I10 pile-in moves are completed but does not allow the Contemptor itself to pile-in at I10.

Dreadclaw (Imperial Armor Aeronautica, pg 73)

- Ignore the reference to models disembarking within 2" of the hull. Follow the normal rules for disembarking, with the access point for the Dreadclaw being its bottom hatch (effectively any part of its hull along the bottom of the pod).

Giant Chaos Spawn (Imperial Armor Apocalypse v2013, pg 75)

- The 'gibbering jaws' mutation can only reduce a model's Initiative to a minimum of 1.

ELDAR

Farseer Bel-Annath (Imperial Armor Vol. 11, pg 145)

- His alternate force organization chart may not be used in tournaments unless specified otherwise.

DARK ELДАР

Dark Eldar Miscellaneous

- Refer to the Ravager entry (in the Dark Eldar codex) for the 'aerial assault' special rule.

Reaper (Imperial Armor Apocalypse - 2nd Edition, pg 94)

- Use the Haywire rule as presented for this unit (as opposed to the version in the main rulebook).

Tantalus (Imperial Armor Apocalypse - 2nd Edition, pg 96)

- Cover saves can be taken against scythevane hits, but only if the attacked model is actually in or touching a piece of cover between them and the starting position of the Tantalus (or they have an ability that always provides them a cover save). Use the final position of the Tantalus for wound allocation for these attacks.
- A scythevane hit against a vehicle causes a single hit with S7+2D6 armor penetration. This attack is resolved against the enemy vehicle's armor arc that the Tantalus is most in when it begins its flat-out move.

IMPERIALS

Atlas Recovery Tank (Imperial Armor Vol. 1 - 2nd Edition, pg 212)

- When an Atlas moves an immobile vehicle, that vehicle still counts as being immobile (WS 0) if assaulted.

Centaur Carrier (Imperial Armor Vol. 1 - 2nd Edition, pg 76)

- Ignore reference to the 'gun deployment' special rule.

Cyclops Demolition Vehicle (Imperial Armor Vol. 1 - 2nd Edition, pg 216)

- Once a Cyclops moves out of coherency with its operators, it becomes a separate unit in all respects except for victory conditions: the unit in total only ever counts as being destroyed if all its operators are killed. Destroying individual Cyclops on their own doesn't count as destroying a unit.
- A Cyclops detonating in close combat does so after pile-in moves are finished at the I10 step. The Cyclops itself does not make a pile-in move at I10 when detonating.
- No cover saves may be taken against a Cyclops demolition charge and casualties caused (to either side) by this attack **do** count towards the combat resolution.
- Cyclops models are allowed to embark/disembark on transport vehicles.
- A Cyclops that has lost all its operators or is more than 48" away from them cannot hold nor contest an objective.

Earthshaker, Hydra & Manticore Platforms (Imperial Armor Vol. 1 - 2nd Edition, pg 187)

- Ignore all references to 'crew'. These units are just immobile vehicles and any crew models used for these units are purely decorative.
- Hydra Platforms **do not** have the Interceptor special rule.

Field Artillery Battery (Imperial Armor Vol. 1 - 2nd Edition, pg 198)

- This unit has the 'gun carriage' special rule described on pg 188.

Hades Breach Drill (Imperial Armor Vol. 1 - 2nd Edition, pg 210)

- Should have the 'melta cutter' ranged weapon listed as wargear.
- If a Hades arrives under a vehicle and just manages to wreck it, then place the Hades at that arrival spot on top of the vehicle wreck (and it counts as moving into dangerous terrain).
- If a Hades arrives under a building and this results in the building suffering a total collapse, then place the Hades as close as possible to its intended arrival point outside of the destroyed building (cheat models out of the way to make this possible if necessary).
- When a Hades rams during its arrival, it always counts as hitting its target in the rear armor, while the ram hit back on the Hades is resolved against its front armor (and does not benefit from any speed modifier).
- When a Hades suffers a 'misplaced' deep strike mishap result, the opponent still decides where it arrives on the table, even though the Hades will likely have already made a (failed) ram attack against a vehicle or building.
- When a Hades Assault Squad suffers a 'misplaced' deep strike result the opponent still decides where that unit arrives on the table as normal (even though they're supposed to arrive from the same spot as the Hades).

Sabre Weapons Battery (Imperial Armor Vol. 1 - 2nd Edition, pg 206)

- Defense searchlights may only illuminate the target of the battery's shooting, but they do immediately benefit the battery's shooting (so they can allow the battery to target an enemy unit beyond 36" when night fighting is in effect, for example).
- Defense searchlights always illuminate the target regardless of whether any other weapons in the battery are actually within range and they require one crewmember to 'fire' them, as with any other artillery gun model.

Sentry Gun - Tarantula (Imperial Armor Vol. 1 - 2nd Edition, pg 202)

- Use the listed Toughness of 6.
- The owning player must declare the firing mode for a Sentry Gun Battery when deploying it (or placing it into reserve).
- Note that the 'targeting' rule **can** force a Sentry Gun battery armed with differing weaponry to fire at two separate enemy targets simultaneously.

Trojan Support Vehicle (Imperial Armor Vol. 1 - 2nd Edition, pg 232)

- Should have the 'artillery tractor' special rule as detailed on pg 76 (just replace any references in that rule of 'Centaur' with 'Trojan').

Valkyrie Sky Talon Transport (Imperial Armor Aeronautica, pg 16)

- Transported vehicles embark/disembark from a Sky Talon just as typical units do with a standard transport. A vehicle (or vehicles) being transported by a Sky Talon that suffers an 'explodes' damage result, before being deployed, takes a S10 hit against their rear armor if the Sky Talon was zooming, or a S4 hit against their rear armor if the Sky Talon was hovering.
- If a vehicle squadron is being transported using multiple Sky Talons, then all of these Sky Talons must remain within 4" of each other, even if one gets immobilized, etc. If any part of the squadron is forced to disembark for any reason then the entire squadron must immediately disembark.

NECRONS

Tesseract Ark (Imperial Armor Apocalypse - v2013, pg 80) & Sentry Pylon (Imperial Armor Apocalypse - v2013, pg 82)

- Both the Tesseract Ark's 'seismic lash' and the Sentry Pylon's 'focussed death ray' rule follow all the same clarifications as the Doom Scythe's death ray, and so cannot cause casualties in non-vehicle units or hits on vehicle units if they are entirely out of the Ark's line of sight, for example.



ORKS

Orks Miscellaneous

- Each grot sponson mounted on a vehicle may fire at a different enemy target, although they fire at the same time as the rest of the vehicle's shooting. Their shooting is resolved at BS3 and is unaffected by how fast the vehicle moved and any crew shaken/stunned results their vehicle has suffered.
- A big-zzappa that rolls an 11 or 12 for its strength resolves that hit at S10. In addition, any glancing or penetrating hit caused by a big-zzappa also automatically inflicts a crew shaken result as well.

Big Squiggoth (Imperial Armor Apocalypse v2013, pg 118)

- Embarked units can fire from a Squiggoth just as firing from an open-topped transport, with range and line of sight drawn from the howdah. This means if the Squiggoth moved more than 6" total that turn before the embarked unit fires (including running), then they may only fire snap shots. The embarked unit is allowed to fire even if the Squiggoth is locked in combat (just obviously not at the enemy units it is locked in combat with!).
- When a Squiggoth is killed, any embarked unit must disembark from it exactly like a wrecked result for a vehicle.

Fighta-Bommer (Imperial Armor Aeronautica, pg 41)

- A grot-guided weapon allows the player to re-roll the scatter dice for determining where the blast marker lands.

Grot Tanks (Imperial Armor Vol. 8, pg 135 w/ FW Ork Dread Mob Army List Update PDF) & Grot Mega-Tank (Imperial Armor Apocalypse v2013, pg 119)

- Grot Tank & Mega-Tank units roll 2D6" to see how far they may move in the movement phase, but they may fire as though they moved at combat speed even if they move over 6". If they move flat-out (3D6" in the movement phase), they cannot then make a normal flat-out move in the subsequent shooting phase.

Mekboy Junka (Imperial Armor Vol. 8, pg 1 w/ FW Ork Dread Mob Army List Update PDF)

- If the Mekboy Junka teleports into contact with a vehicle via the 'zoink' result from its shokk attack gun, it counts as having moved 12" for calculating the ram damage.

Warkopta Skwadron (Imperial Armor Vol. 8, pg 134 w/ FW Ork Dread Mob Army List Update PDF)

- If a 'jam' is rolled for a rattler, the weapon is immediately destroyed without firing any shots that round.

SPACE MARINES

Space Marines Miscellaneous

- Any Space Marine model with 'void hardened armour' just treats it as standard power armor (and should be modeled as such) in standard tournament games where the 'cold void' rules are not in effect.

Bray'arth Ashmantle (Badab War Characters Update for 6th Ed PDF)

- His 'burning wrath' attacks are resolved after pile-in moves are completed for the I1 step and cover saves may not be taken against them.

Captain Pellas Mir'san (Badab War Characters Update for 6th Ed PDF)

- The target of the 'master duelist' special rule is declared at the start of the fight sub-phase, but after any potential challenge has already been accepted or refused.

Carcharodons Chapter Tactics (FW SM Chapter Tactics v2 PDF)

- Carcharodons gain the fear special rule when causing an enemy unit to fall back via combat, not from shooting or any other method.

Damocles Rhino (Imperial Armor Vol. 2 - 2nd Edition, pg 186)

- The Teleport Beacon can benefit allied units (providing they are arriving by teleport, of course).
- For the Command Vox Relay, decide which Reserve roll modifier to apply (if any) independently after each Reserve roll is made.

Deathstorm Drop Pod (Imperial Armor Vol. 2 - 2nd Edition, pg 161)

- A Deathstorm Drop Pod counts as having a single whirlwind launcher (which can be upgraded to a single assault cannon), that has the 'automated weapons' special rule.
- When firing a whirlwind launcher using the automated weapons special rule, nominate a unit within 12" and roll a D3 to see how many whirlwind shots are fired at it. Declare which type(s) of whirlwind blast (vengeance or incendiary castellan) are being used for each shot rolled, and then proceed to resolve each shot. After that, nominate another unit within 12" and repeat until all units within 12" have been fired at.

Grey Knight Inquisitorial Chimera (Grey Knights Codex, pg 92)

- Can take the alternate Chimera turret weapon options found in Imperial Armor Vol. 1, 2nd edition (page 64).

Hecaton Aiakos (Imperial Armor Vol. 12, pg 147)

- Hecaton does get to make a pile-in move at the I1 step of combat (if eligible to do so) when making his 'groundstrike' attack.

Knight Chaplain Elam Courbray (Badab War Characters Update for 6th Ed PDF)

- When making smash attack's the AP value of Excellus remains AP3.
- If a 'delayed' deep strike mishap returns Courbray back into reserve, he does generate an additional Firefall attack each time he arrives again via deep strike.

Land Speeder Tempest Squadron (Imperial Armor Vol. 2 - 2nd Edition, pg 154)

- Land Speeder Tempests in the same squadron must always make the same choice as to whether to use their afterburners or not.
- A Land Speeder Tempest that suffers locked velocity while moving as a zooming flyer may not disengage it's afterburners in its next turn. Similarly, a Land Speeder Tempest that 'evades' may still only fire snap shots in its next turn even if it disengages it's afterburners and moves as a skimmer that turn.

Lias Issodon (Badab War Characters Update for 6th Ed PDF)

- Models wounded by Issodon's 'Infiltrate, Isolate and Destroy' attacks may take a cover save if they are actually standing in cover or have an ability that provides them a cover save. These attacks cannot force a morale check.

Lord High Commander Carab Culln (Badab War Characters Update for 6th Ed PDF)

- Units using Culln's Ld via 'master of battle' still apply any and all negative Ld modifiers as usual when taking a morale check and/or pinning test.

Lucius Pattern Drop Pod (Imperial Armor Vol. 2 - 2nd Edition, pg 160)

- This unit must be represented by a model that is significantly larger than the standard Space Marine drop pod.
- A dreadnought arriving in a Lucius Drop Pod does may elect to remain embarked upon the pod if desired. If it does so, then like all embarked units, it cannot be fired at while embarked (only the drop pod can be targeted).

Lugft Huron (Badab War Characters Update for 6th Ed PDF)

- While the Huron model is laid down on his side due to the 'shadowed fate' rule, he cannot be charged or otherwise affect the game and if he stands back up he cannot be placed into base contact with an enemy model.

Magister Sevrin Loth (Badab War Characters Update for 6th Ed PDF)

- Activating the armor of selket, despite requiring a warp charge, is not a psychic power, so does not need a psychic test and cannot be cancelled or nullified.

Mark V Mortis Pattern Dreadnought (Imperial Armor Vol. 2 - 2nd Edition, pg 171) & Contemptor-Mortis Pattern Dreadnought (Imperial Armor Vol. 2 - 2nd Edition, pg 179)

- A Mortis Dreadnought must remain stationary in its *own* movement phase in order to gain the skyfire & interceptor special rules until the start of its next turn.

Master Harath Shen (Badab War Characters Update for 6th Ed PDF)

- The 'sacred trust' special rule does not apply to the first blood & slay the warlord objectives.

Shadow Captain Korvydae (Imperial Armor Vol. 8, pg 112)

- Korvydae has the 'chapter tactics (raven guard)' special rule.

Tarantula Sentry Gun Battery (Imperial Armor Vol. 2 - 2nd Edition, pg 201)

- Use the listed Toughness of 6.
- Ignore the option to take deep strike for +10 points (as all Immobile models are already able to deep strike).
- The owning player must declare the firing mode for a Sentry Gun Battery when deploying it (or placing it into reserve).
- Note that the 'targeting' rule **can** force a Tarantula unit armed with differing weaponry to fire at two separate enemy targets simultaneously.

Tyberos the Red Wake (Badab War Characters Update for 6th Ed PDF)

- Tyberos declares how he will split his combat attacks between his two melee weapons at the start of the fight sub-phase, after any potential challenge has already been accepted or refused.

Vigilator-Sergeant Hamath Kraatos (Imperial Armor Vol. 12, pg 149)

- Kraatos has the 'chapter tactics (minotaurs)' special rule and may only be taken as an upgrade for a Devestator unit that shares the same chapter tactics.
- When firing an assassin bolt at a non-vehicle model, the attack requires a roll of 4+ to wound (even if the target's Toughness is 5 or less). Against vehicle models, assassin bolts count as having a Strength of 3.

Wolf Lord Bran Redmaw (Imperial Armor Vol. 11, pg 127)

- Only roll to see if Bran Redmaw succumbs to the curse on a turn where he starts on the table (i.e. not in reserve). If he succumbs while embarked on a vehicle, he immediately disembarks. If joined to a unit when he succumbs, he immediately counts as leaving the unit (although he may rejoin the unit later if you want).
- The Redmaw's unit type is: 'monstrous creature' (not 'infantry'); this also means he has all the special rules that monstrous creatures naturally get too.

TAU EMPIRE

Crisis Battlesuit Prototypes (Imperial Armor Vol 3 - 2nd Edition, pg 144)

- The XV84 Battlesuit's Networked Markerlight & Target Lock do not use up any of the model's normal ability to select weapons and/or support systems as described in its unit entry.

Drone Sentry Turrets (Imperial Armor Vol 3 - 2nd Edition, pg 175)

- Ignore the option to take deep strike for +10 points per model (as all Immobile models are already able to deep strike).

Remote Sensor Tower Grid (Imperial Armor Vol 3 - 2nd Edition, pg 179)

- All of a player's Sensor Towers fire their twin-linked markerlights together as though they are a unit.

Tau Battlesuit Commander R'Alai (Imperial Armor Vol 3 - 2nd Edition, pg 265)

- An Ethereal's 'storm of fire' special rule does affect R'alai's pulse submunitions rifle, although not when firing any of the experimental ammunition types.
- The eclipse shield generator increased 3+ save applies to enemy units firing from more than 12" away from R'alai's unit (do not check range separately for each firing model).

XV-9 Hazard Close Support Armor (Imperial Armor Vol 3 - 2nd Edition, pg 264)

- An Ethereal's 'storm of fire' special rule does affect pulse submunitions rifles.
- For the additional system that every Hazard Shas'yr must pick, each model may select a different system if you wish.



TYRANIDS

Malanthrope (Imperial Armor Apocalypse - v2013, pg 131)

- Ignore the reference to the Malanthrope having a 'bonded exoskeleton'.
- The prey adaptation special rule is triggered when the Malanthrope is locked in combat where an enemy infantry, beast, cavalry or monstrous creature unit is destroyed, even if the Malanthrope itself doesn't inflict the final kill.

Meiotic Spores (Imperial Armor Apocalypse - 2nd Edition, pg 73)

- Ignore the rules reference that a Meiotic Spore has 'bio-acid spores' as a weapon.
- Meiotic Spores must move as far as possible when drifting D6" during their movement phase.
- When a Meiotic Spore detonates, the D6-2 Spore Mines generated do not immediately scatter, they are just placed in the standard deep strike formation centered where the Meiotic Spore model was. Any Spore Mines generated that cannot be placed (because they would be within 1" of an enemy model, on top of a friendly model or in impassable terrain) are ignored.
- Meiotic Spores cannot contest objectives and are always ignored for any and all mission objectives (so they do not give up a victory point for being destroyed, for example).

FØRGE WØRLD/IMPØRIAL ARMØUR RESØURCES

- [Badab War Characters Update for Sixth Edition Warhammer 40,000](#)
- [Forge World Imperial Armour Sixth Edition Vehicle Updates](#)
- [Forge World Psykers Update for Sixth Edition Warhammer 40,000](#)
- [Forge World Space Marine Chapter Tactics for Sixth Edition Warhammer 40,000](#)
- [Forge World Update for the Ork Dread Mob Army List](#)
- [Forge World Update for Sixth Edition Warhammer 40,000 \(Characters\)](#)
- [Forge World Update for Sixth Edition Warhammer 40,000 \(Shadow Spectres\)](#)
- [Imperial Armour Lords of War](#)
- [Imperial Armour Vol. One – 2nd Edition FAQ and Errata](#)
- [Imperial Armour Vol. Two – 2nd Edition FAQ and Errata](#)
- [Updated Rules for IA Vol. Eleven – The Doom of Mymeara](#)

IMPERIAL ARMOUR ESCALATION (EXTERMINATUS) FAQ

General

- Make sure you are using the most current rules for super-heavy vehicles & gargantuan creatures, which are found in the Apocalypse/Escalation expansions.
- Point values and rules for Imperial Armor units must always be from the most current published version. When in doubt which version is most current, please refer to our [Warhammer 40K Approved Units](#) and [Lords of War Approved Units](#) documents.
- Models on a vortex marker at the start of a turn after it scatters (who are lucky enough to not be killed by it) are allowed to move off of the marker even though it is otherwise considered impassable terrain.
- The Void Field Generator fortification must be represented by a terrain feature that is roughly the same size and shape as a Vengeance Weapon Battery.
- The Promethium Relay Pipes fortification must be represented by long/short terrain features roughly the same size and shape as the individual long/short Aegis Defense Line sections.
- For ease of tournament play, at this event casualty removal for blast/template D-weapons on non-vehicle units will be resolved as such: roll on the destroyer table for each model that is under the blast/template, with any wounds generated forming a wound pool. A model may never generate more wounds into the wound pool than it currently has remaining, no matter what result is rolled. These wounds are then allocated to models in the unit following the normal rules for casualty removal. If models from more than one unit are covered by the blast/template, then each unit forms a separate wound pool as usual. Note that if you have multiple models (from the same unit) under the blast/template that all have the same amount of wounds remaining, you can speed things up by rolling all of their destroyer table rolls together as a group.

Fields/Shields

- When firing at a model/unit that is protected by power fields/void shields, resolve each hit one at a time, and as soon as the last field/shield collapses any remaining hits are immediately resolved against the unit's toughness/armor value as normal.
- Power fields/void shields are not a vehicle, and so abilities that affect a vehicle/building like tank hunters, etc, have no effect when rolling armor penetration against a field/shield.
- A unit only needs to have a single model even partially within 12" of a Void Shield Generator for the entire unit to benefit from its protection.
- For the purposes of void shields, each blast and/or template fired counts as only a **single** shooting attack, and so will only cause a **single** hit onto a void shield no

matter how many models/units protected by the void shield are actually hit by the blast and/or template.

- When a unit protected by a power field/void shield is targeted by a weapon with the vortex special rule, even though the initial attack counts as hitting the field/shield (and not the unit), the vortex marker is still placed normally. In subsequent turns, the scattering vortex marker affects units protected by field/shield normally.

Super-Heavy Walkers & Gargantuan Creatures

- When a super-heavy walker/gargantuan creature moves through difficult terrain in the movement phase roll for difficult terrain as normal, but double the highest result rolled to determine how far they're allowed to move.
- The strikedown ability that super-heavy walkers & gargantuan creatures have applies to any stomp and close combat attacks the model makes, but not to its hammer of wrath attacks.
- Models which are not locked in the same combat as a super-heavy walker/gargantuan creature that are covered by any of its stomp blast markers are completely ignored (and therefore cannot be hurt by the stomp). Note that it is perfectly permissible to stomp on friendly units that are locked in the combat.
- Casualties caused by stomp attack wounds follow the normal rules for close combat casualty removal (starting with enemy models in base contact with the super-heavy vehicle/gargantuan creature first, etc). However any 'overrun' result rolled affects the specific models underneath that particular stomp blast.
- When a vehicle scatters due to a 'flipped' stomp result, reduce this scatter as necessary to prevent the vehicle from ending up on top of a friendly model, in impassable terrain or within 1" of an enemy model (if possible).
- Gargantuan creatures cannot be tank shocked by a model that isn't a super-heavy vehicle or gargantuan creature itself. Stop any other type of model making a tank shock move 1" away from the gargantuan creature.



CHAOS

Chaos Miscellaneous

- All Daemon Lords (An'ggrath, Scabeiathrax, etc) are unique and therefore are considered characters (and can issue challenges, etc).

Chaos Reaver Battle Titan (Imperial Armor Apocalypse v2013, pg 52) & Chaos Warhound Titan (Imperial Armor Apocalypse v2013, pgs 54-55)

- Any enemy unit locked in the same combat with a Chaos Titan of Slaanesh must take the Ld at the start of the fight sub-phase even if they don't have any models in base contact with the titan.

Daemon Lord - Aetaos'rau'keres (Imperial Armor Apocalypse v2013, pgs 70-71)

- While suffering from dark jealousy, Aetaos'rau'keres targets the closest eligible unit (greater daemon, daemon lord & daemon prince) that is a legal target (i.e. within line of sight, not locked in combat, etc). The dark jealousy target is treated as an enemy model for these shooting attacks, but all other friendly models are treated normally (so blast markers fired by Aetaos'rau'keres may not be placed over any other friendly models besides the dark jealousy target, for example).
- While suffering from dark jealousy, Aetaos'rau'keres must make a render of veils shooting attack if able, with the blast centered on the dark jealousy target. Pink Horrors created this way will therefore be placed on the blast marker around the dark jealousy target (the Pink Horrors treat the dark jealousy target as a friendly model). As always, if there isn't space to place a Horror model, it counts as destroyed.
- In order to use the staff of cataclysm, Aetaos'rau'keres may not use any other ranged attack (psychic or otherwise) in the same shooting phase. If Aetaos'rau'keres fails his staff of cataclysm Ld test, the opponent gets to make the attack as though Aetaos'rau'keres is his firing model. When suffering from dark jealousy, the staff of cataclysm may not be used.

Daemon Lord - Scabeiathrax the Bloated (Imperial Armor Apocalypse v2013, pg 67)

- Use of nurgling infestation attacks does not affect Scabeiathrax's ability to use the blade of decay for his normal attacks. Nurgling infestation attacks are affected by unwieldy (and therefore strike at I1) despite Scabeiathrax being a gargantuan creature.

Daemon Lord - Zarakynel (Imperial Armor Apocalypse v2013, pg 72)

- Any enemy unit locked in the same combat with Zarakynel must take the Ld at the start of the fight sub-phase to see if they are able to strike, even if they do not have any models in base contact with her.

Plaguereaper of Nurgle (Warzone: Pandorax, pg 48)

- The Nurgling Infestation hits are resolved after any pile-in moves at I3 have been completed (even if the Plaguereaper was destroyed before the I3 step).

ELDAR

Cobra (Imperial Armor Apocalypse v.2013, pg 93)

- Models on a distort rift template that remain stationary in their turn do not test to see if they

IMPERIALS

Dominus Armoured Siege Bombard (Imperial Armor Vol. 1 - 2nd Edition, pg 130)

- On the weapons summary (pg 268), the first (upper) profile listed for the dominus triple bombard is the 'mobile' profile, while the second (lower) one is the 'static' profile.

Captain Maximillian Weisemann - Baneblade 212 Arethusa (Imperial Armor Vol. 1 - 2nd Edition, pg 272)

- Ignore the hardened crew special rule (as it is now redundant with the new super-heavy vehicle rules).

Gorgon Heavy Transporter (Imperial Armor Apocalypse v.2013, pg 30)

- It's 5+ invulnerable save may be taken against any attack that would be resolved against Gorgon's front armor value, even if that attack doesn't bother with armor values (such as with haywire, for example).

NECRONS

Gauss Pylon (Imperial Armor Apocalypse v2013, pg 90)

- Replace the Pylon's 'special deployment' rule in its entirety with the following: a Gauss Pylon never scatters when Deep Striking, but otherwise suffers deep strike mishaps normally.

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Gargantuan Squiggoth (Apocalypse v.2013, pg 137)

- Embarked units can fire from a Squiggoth just as firing from an open-topped transport, with range and line of sight drawn from the howdah. This means if the Squiggoth moved more than 6" total that turn before the embarked unit fires (including running), then they may only fire snap shots. The embarked unit is allowed to fire even if the Squiggoth is locked in combat (just obviously not at the enemy units it is locked in combat with!).
- When a Squiggoth is killed, any embarked unit must disembark from it exactly like a wrecked result for a vehicle.

Kill Krusha Tank (Imperial Armor Apocalypse v.2013, pg 112), Kill Bursta (Imperial Armor Apocalypse v.2013, pg 114) & Kill Blasta (Imperial Armor Apocalypse v.2013, pg 115)

- The 'super-charged engines' special rule is actually the 'overdrive' special rule.

SPACE MARINES

Thunderhawk Transporter (Imperial Armor Vol. 2 - 2nd Edition, pg 131)

- A Thunderhawk Transporter cannot move flat-out on a turn it is loading or unloading a vehicle.

TYRANIDS

Tyranids Miscellaneous

- Ignore the digital edition pop-up rules for lash whip, regeneration, scything talons & toxic miasma found in the Apocalypse supplement. Instead, use the rules for these found in the current codex.

Harridan (Apocalypse v2013, pg 162)

- When a Harridan is killed with a Gargoyle Brood embarked, any survivors must be placed anywhere even partially within the 'footprint' of where the Harridan's body and/or base was (not including its wings). Any that are placed within 1" of an enemy model are immediately removed as a casualty.

Hierophant Bio-Titan (Apocalypse v2013, pg 163)

- If a Hierophant model is not mounted on a base, draw an imaginary line the minimum distance needed to go completely around all of its legs. This 'footprint' counts as the model's base for game purposes.
- If line of sight for a firing unit is drawn in between the legs of a Hierophant to an enemy unit on the other side, then this *does* count as firing through an intervening unit.

- A Hierophant does *not* get the +1A bonus for wielding both scything talons and a lash whip (as the lash whip on its own is not a second pair of weapons as required by the Tyranid codex).

Hierophant Bio-Titan Biomorph Upgrades (Imperial Armor Apocalypse v2013, pg 132)

- Cover saves cannot be taken against the large blast caused by incendiary ichor.
- Embarked units inside a Hierophant's swarm incubation chamber cannot fire while aboard it. When the Hierophant is killed, any embarked unit must disembark from it exactly like a wrecked result for a vehicle.
- The spore mine swarm spitter does **not** create spore mine clusters if it completely misses its targets.