



ADEPTICON 2013

WARHAMMER 40K RULES ADDENDUM AND FAQ

ADEPTICON STATEMENTS AND CLARIFICATIONS

The following document is for use at AdeptiCon 2013 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 2013 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](#)
- [Horus Heresy Volume 1: Betrayal Errata & Addenda](#)
- [Forge World W40K6e Updates, Errata and FAQs](#)
- [AdeptiCon 2013 Allowable Imperial Armour and Apocalypse Units](#)

Event Rules and Codex Cutoff Date

This Addendum applies to the following events:

- [Warhammer 40K Championships](#)
- [Warhammer 40K Combat Patrol](#)
- [Warhammer 40K The Friendly 2012 \(It's One Louder\)](#)
- [Warhammer 40K Gladiator](#)
- [Warhammer 40K Team Tournament](#)
- [Warhammer 40K Warzone Tournament](#)
- [Warhammer 40K Youngbloods Tournament](#)
- [Horus Heresy: Betrayal](#)
- [Zone Mortalis: The Sin of Alacrity – Boarding Action](#)

New codices that are released after March 15th, 2013 will not be allowed at AdeptiCon 2013. The new Codex: Dark Angels, the new Codex: Chaos Daemons and the Death from the Skies Compendium will be in use at AdeptiCon.

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.

Updated to account for Codex: Chaos Daemons and several new questions.
Red text denotes a recent change.

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General Principles

- When an attack removes a model from play (e.g., a failed initiative test from Jaws of the World Wolf), that model is considered to be removed as a casualty.
- If a model has one of its characteristics reduced to 0, and is subsequently forced to make a Characteristic Test against that characteristic, the test is automatically failed. Note that a Leadership Test is not a Characteristic Test, and therefore a roll of double '1' always passes, even against a Ld of 0. [pg. 7, W40KRB]

The Movement Phase

- 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). [pgs. 76 & 85, W40KRB]

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. [pg. 45, W40KRB]
- 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** model in the firing unit when To Hit rolls were made, then the 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. [pg. 3, W40KRB FAQ]

- 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).

The Assault Phase

- 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. [pg. 23, W40KRB]
- 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. [pg. 27, W40KRB]
- 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. [pg. 27, W40KRB]
- **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.** [pg. 23, W40KRB]

Psykers/Psychic Powers

- Multiple instances of the same Malediction cast by different models do stack with each other. [pg. 68, W40KRB]
- 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. [pgs. 3 & 6, W40KRB FAQ]

Universal Special Rules

- When an unsaved wound caused by a Blast, Large Blast or Template weapon is doubled due to the Swarms special rule, this only occurs after the wound has actually been allocated to a particular model in the unit, not when a wound is still in the wound pool. If the particular model has only one remaining wound, excess doubled wounds are lost.
 - *Ex 1: A S4 Flamer that causes 3 unsaved wounds*

to a unit of unwounded Necron Scarabs would result in one Scarab base being killed, while another base would be left with 1 wound remaining.

- *Ex 2: A Baleflamer inflicts 4 unsaved wounds onto a unit of unwounded Necron Scarabs. As these unsaved wounds inflict Instant Death when allocated onto a Scarab base, a total of 4 bases end up being killed.*

[pgs. 16 & 43, W40KRB]

- A unit can perform a Vector Strike in the same turn that it leaves Combat Airspace. [pgs. 43 & 81, W40KRB]
- 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. [pg. 42, W40KRB]
- 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). [pg. 38, W40KRB]
- A Feel No Pain roll can never be improved beyond 2+. A roll of 1 always fails. [pg. 35, W40KRB]
- If a unit rolls a Misplaced 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. [pg. 36, W40KRB]
- **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).** [pg. 34, W40KRB]

Flyers and Flying Monstrous Creatures

- Any attacks or special abilities that can cause damage (e.g., hits, wounds and/or vehicle damage) without rolling to hit (e.g., Ork Weirdboy's Zzap psychic power, Imotekh's Lord of the Storm or 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. [pg. 3, W40KRB FAQ]

- 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. [pg. 72, W40KRB]

Blast Weapons

- Models completely out of LoS of the firing unit can be hit by a blast marker and add wounds to the wound pool for the shooting attack. However, unless the blast weapon does not require LoS (such as with a Barrage weapon), then 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 blast cannot affect vehicles that are completely out of the firing unit's LoS either (unless the weapon does not require LoS, of course). [pg. 16, W40KRB]

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). [pg. 16, W40KRB]
- 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. [pg. 43, W40KRB]

Allies

- A unit with an allied Independent Character attached cannot embark, nor begin the game embarked, upon a transport vehicle. [pg. 112, W40KRB]
- Allies of Convenience are scoring units for the purchasing player, provided they meet the normal requirements to be a scoring unit. [pgs. 112 & 123, W40KRB]
- Allies of Convenience are never counted as denial units against the purchasing player. [pg. 112, W40KRB]
- Attacks, wargear, and special rules that automatically affect enemy units are resolved normally against Allies of Convenience.

Fortifications

- Fortifications are not considered enemy or friendly units, do not generate Victory Points when destroyed, do not trigger effects caused by destroying a unit, and do not count as a surviving model in the purchasing player's army. [pg. 44, W40KRB]
- Gun emplacements are not affected by psychic powers (other than psychic shooting attacks) and tank shocks.
- Gun emplacements cannot be charged. 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 is a separate unit. [pgs. 44 & 105, W40KRB]
- 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. [pg. 105, W40KRB]
- Any model with a BS greater than 0 may fire a gun emplacement, including vehicles and models without a ranged weapon. [pg. 105, W40KRB]
- Models on top of a Bastion that are obscured by the battlements receive a 4+ cover save. [pgs. 95 & 97, W40KRB]
- Models behind a Bastion and obscured by the building portion of the fortification receive a 3+ cover save. [pg. 18, W40KRB]
- Models obscured by a ruined bastion receive a 4+ cover save. [pg. 18, W40KRB]
- The purchased Comms Relay and gun emplacement for a Bastion must be placed on the fortification's roof.
- For the purposes of movement and unit coherency, treat the Skyshield Landing Pad like a ruin without a base and one upper level. However, unlike standard ruins, Walkers and Monstrous Creatures are allowed onto the upper level of a Skyshield landing pad as if they were Infantry. [pgs. 98 & 115, W40KRB]
- Only models physically on top of a shielded Skyshield Landing Pad gain the 4+ invulnerable save. [pg. 115, W40KRB]
- The shielding walls of a Skyshield Landing Pad are battlements and provide a 4+ cover save to models obscured by them. [pgs. 95 & 115, W40KRB]
- Models obscured by the leg/pillar portion of a Skyshield Landing Pad receive a 3+ cover save. [pg. 18, W40KRB]

Missions

- For ease of tournament play, at this event, a scoring unit is always considered to be a denial unit as well. [pg. 123, W40KRB]
- 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. [pg. 123, W40KRB]
- 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. [pg. 131, W40KRB]
- In the Relic mission, if the model carrying the relic leaves the table for any reason then it is dropped from the position where the carrying model began that phase. [pg. 131, W40KRB]
- Units embarked on a transport cannot achieve the Linebreaker Secondary Objective for being in the enemy's deployment zone. [pg. 122, W40KRB]

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. [pg. 36, W40KRB]

CODIX-SPECIFIC QUESTIONS

Black Templars

- n/a

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 [pg. 2, C:BA FAQ & pg. 29, C:BA]**
- The Blood Lance psychic power has no effect against Zooming Flyers and Swooping Flying Monstrous Creatures. [pg. 3, W40KRB FAQ]

Chaos Daemons

- When resolving Warp Storm Table results, Allies of Convenience are always considered to be enemy units. [pg. 27, C:CD]
- 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. [pg. 27, C:CD]
- 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. [pg. 27, C:CD]
- 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. [pgs. 27 & 65, C:CD]
- 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. [pgs. 27 & 65, C:CD]
- Independent Characters from the Chaos Daemons codex cannot join units from the Chaos Space Marines codex. [pg. 26, C:CD]
- Feel No Pain rolls may be taken against wounds caused by Daemonic Instability. [pg. 35, W40KRB & pg. 26, C:CD]
- 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. [pg. 42, C:CD]

- Kairos Fateweaver is treated as a single psyker model for any special rules or attacks that target, count, or otherwise affect psykers. [pg. 42, C:CD]
- 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. [pg. 41, C:CD]
- A model may only take a cover save against a Screamer's Slashing Attacks if it is in area terrain (excluding vehicles) or there is a special rule granting it cover. [pg. 41, C:CD]
- 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. [pgs. 40 & 61, C:CD]
- 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.** [pg. 58, C:CD]
- 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. [pg. 57, C:CD]
- **A Fiend of Slaanesh's Soporific Musk cannot reduce a model's Initiative Characteristic below Initiative 1.** [pg. 57, C:CD]
- 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. [pg. 65, C:CD]
- 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. [pg. 69, C:CD]
- 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. [pgs. 62 & 63, C:CD]

- 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. [pg. 64, C:CD]
- 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. [pg. 67, C:CD]
- A Chaos Daemons player may roll to see if the Portaglyph creates a unit the same turn that it is placed. [pg. 65, C:CD]
- A Portaglyph has no specified height, and may literally be represented by a small blast template. [pg. 65, C:CD]
- When Mindshackle Scarabs from the Necrons codex 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. [pg. 62, C:CD]
- 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. [pg. 66, C:CD]
- 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+. [pg. 61, C:CD]
- When rolling for a model's Daemonic Rewards, Warp-forged Armor and the Unbreakable Hide Greater Reward are not considered to be duplicates. [pg. 66, C:CD]
- 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. [pg. 62, C:CD]
- 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. [pg. 62, C:CD]
- 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 [pg. 62,C:CD]

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. [pg. 65, W40KRB]
- Two Independent Characters with different Marks of Chaos can both join the same unmarked unit. [pg. 30, C:CSM]
- 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). [pg. 59, C:CSM]
- A Warpsmith cannot use a fire point to curse an enemy vehicle with the Master of Mechanisms special rule while embarked on a vehicle. [pg. 34, C:CSM]
- **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.** [pg. 69, C:CSM]
- Plague Zombies can man gun emplacements and fire emplaced weapons. [pg. 105, W40KRB]
- LoS for a Helldrake is drawn from the head of the model. The head has a 360 degree LoS and ignores the rest of the Helldrake model when drawing LoS. [pg. 1, C:CSM FAQ]
- Models with a Chaos bike may use their twin linked bolter as the replacement when the Chaos Wargear Lists says, "a model can replace one weapon with..." [pg. 91, C:CSM]
- A Dimensional Key does not override the effects of the Jamming Beacon wargear on a Land Speeder Storm. [pg. 69, C:CSM]

Dark Angels

- Dark Angels units using the Deathwing Assault special rule are ignored for the purposes of calculating the number of units that may be held in Reserves. [pg. 44, C:DA]
- 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. [pg. 56, C:DA]
- Ezekiel does benefit from the Book of Salvation wargear, effectively making him WS6. [pg. 54, C:DA]
- A Deathwing Terminator model can take a Cyclone Missile Launcher and Thunderhammer/Storm Shield. [pg. 99, C:DA]

- The following weapons are considered to be Boltguns when using the Standard of Devastation: Boltguns, Twin-linked Boltguns, Master-crafted Boltguns, Hurricane Bolters, and Combi-weapons (when fired as a Boltgun). Also note that the terms Boltgun and Bolter are always used interchangeably. [pg. 66, C:DA]
- The Shroud of Angels special rule means that two Ravenwing Darkshrouds within 6" of one another give each other Stealth. This Stealth stacks with the Shrouded the Darkshrouds already have. [pg. 49, C:DA]

Dark Eldar

- The Penetrating Blade special rule applies to all of Lelith Hesperex's attacks, including ranged attacks. [pg. 49, C:DE]
- 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. [pg. 29, C:DE]

Eldar

- An Eldar Independent Character joined to a Dark Eldar unit cannot be the target of a psychic power that must be cast on an Eldar Unit. [pg. 39, W40KRB]
- An Eldar unit with a Dark Eldar Independent Character joined to it can be the target of a psychic power that must be cast on an Eldar Unit. While joined, the effects of the psychic power apply to the Dark Eldar character. [pg. 39, W40KRB]
- Phoenix Lords do not directly convey their unit benefits to non-aspect warrior units. However, if a Phoenix Lord has a special rule that would apply to any unit they join, those rules do apply to non-aspect warrior units joined by the Phoenix Lord (e.g. Khandras does not give the Stealth special rule to a unit of Guardians. But if Khandras joins a unit of Guardians the entire unit benefits from Stealth while he is attached). [pg 54, C:EDR]
- If Prince Yriel chooses to use his Eye of Wrath wargear 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 Prince Yriel. Using the Eye of Wrath in this way allows Prince Yriel to wound models not directly involved in the challenge. [pg. 53, C:EDR]
- Cover saves may not be taken against Prince Yriel's Eye of Wrath attacks. [pg. 53, C:EDR]

- A Swooping Hawk unit that uses the Skyleap special rule to go back into reserves goes into Reserves, not Ongoing Reserves, and will therefore need to roll to return to the table on turns 2 and 3. [pg. 35, C:EDR]
- Vibro Cannon attacks have no effect against Zooming Flyers and Swooping Flying Monstrous Creatures. [pg. 3, W40KRB FAQ]
- A Vibro Cannon Battery that hits an enemy vehicle causes one glancing hit regardless of how many cannons are in the battery. [pg. 30, C:EDR]
- A model with the Eternal Warrior special rule still dies automatically and is removed if it fails its leadership test after being wounded by a Diresword. [pg. 30, C:EDR]
- An Ally of Convenience attempting to cast a psychic power is affected by the Runes of Warding wargear. [pg. 112, W40KRB]

Grey Knights

- Allied units cannot benefit from the Grand Strategy special rule. [pg. 22, C:GK]
- A Neural Shredder uses the majority leadership of the target unit when rolling to wound. [pg. 53, C:GK]
- 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. [pg. 2, C:CD]

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. [pg. 1, C:IG FAQ]

Necrons

- If a model with the Reanimation Protocol special rule is part of a unit caught in a Sweeping Advance, do not place a Reanimation Protocol or Ever Living counter next to the unit. [pg. 27, W40KRB]
- A successful Feel No Pain roll does not negate the armor reducing effects of the Entropic Strike special rule. [pg. 35, W40KRB]
- 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. [pg. 39, W40KRB]
- 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. However, 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 be removed as casualties. For casualty removal purposes the Death Ray's range is 12" plus the 3D6" rolled for its second point. Vehicles completely out of the Doom Scythe's LoS are unaffected by the attack. Note that the Death Ray line may still pass over models completely out of LoS and cause hits on that unit. But in order to cause any casualties, at least one model in the unit must be within range and LoS of the Doom Scythe. [pg. 3, W40KRB FAQ]
- 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. [pg. 9, W40KRB]
- 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). [pg. 85, C:NCR]

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 (e.g. Saint Celestine's Miraculous Intervention) are effectively ignored and do not trigger, even if the squig is later removed as a casualty. [pg. 61, C:ORK]

Sisters of Battle

- If Saint Celestine is turned into a Squig by the Zogwart's Curse special rule in the Orks codex her Miraculous Intervention special rule is effectively ignored. [pg. 61, C:ORK]
- If Saint Celestine is turned into a Chaos Spawn using the Boon of Mutation special rule in the Chaos Daemons codex she is considered to be removed as a casualty. Place the Miraculous Intervention counter at the spot where she was turned into a spawn and roll normally for her return. The spawn version of Celestine remains in play whether or not she returns to the game. This means there could be multiple spawn versions of Celestine on the table. [pg. 73, C:CD]
- Attacks and special rules that reduce a characteristic or apply an ongoing effect to Saint Celestine (e.g. the Entropic Strike special rule) still apply if she returns to the game via Miraculous Intervention. [pg. 103, WD379]
- If the Doomstone (from the Chaos Daemons codex) reduces Saint Celestine's leadership to 0, then her Miraculous Intervention rule is effectively ignored. [pg. 65, C:CD]

Space Marines

- n/a

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. This is done instead of the Deny the Witch roll the opposing player would normally make. [pg. 112, W40KRB]
- 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. [pgs. 47 & 49, W40KRB]

Tau Empire

- n/a

Tyrannids

- A Tervigon cannot spawn Termagants in the same turn that it uses the Gate of Infinity psychic power. [pg. 52, C:TYR & pg. 146, W40KRB]
- Units with the Stubborn special rule ignore the Deathleaper's It's After Me rule when taking Morale or Pinning tests. [pg. 59, C:TYR]

IMPERIAL ARMOUR AND APOCALYPSE ADDENDUM

The following is a list of clarifications for Imperial Armor and Apocalypse units that can be used in the following events at AdeptiCon 2013: [Warhammer 40K The Friendly 2012 \(It's One Louder\)](#), [Warhammer 40K Gladiator](#), [Warhammer 40K Team Tournament](#) and [Zone Mortalis: The Sin of Alacrity – Boarding Action](#).

In **ALL** cases, only the most current published rules for any particular Imperial Armor/Apocalypse unit will be allowed. Please consult the [AdeptiCon 2013 Allowable Imperial Armour & Apocalypse Units document](#) for reference on which publication and/or updates contain the most current rules for each particular unit. If you plan to use an Imperial Armor/Apocalypse unit in your army, you **MUST** bring a copy of the most current rules for that unit with you to the tournament, with no exceptions. Under no circumstance may you use the older rules for a unit.

Imperial Armour Rules Updates and Resources

- [Forge World Imperial Armour Sixth Edition Vehicle Updates](#)
- [Forge World Psykers Update for Sixth Edition Warhammer 40,000](#)
- [Forge World Update for Sixth Edition Warhammer 40,000 \(Characters\)](#)
- [Forge World Update for Sixth Edition Warhammer 40,000 \(Space Marine Rapier Carrier Battery\)](#)
- [Deimos Predator Executioner Update](#)
- [Chaos Decimator Daemon Engine Update](#)
- [Forge World Imperial Armour Volume 2 Rules Update v1.3](#)
- [Forge World Imperial Guard Update – February 2012](#)
- [Forge World Space Marines Update – February 2012](#)
- [Forge World Tau Update – February 2012](#)
- [Apocalypse Update](#)

General – Miscellaneous

- Make sure you are using the most current Apocalypse rules for Super-Heavy Vehicles & Gargantuan Creatures, which can be downloaded from the Forge World website (the [‘Apocalypse Update’](#) PDF).
- 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 the [AdeptiCon 2013 Allowable Imperial Armour & Apocalypse Units](#) document.
- Any unit abilities or options that can only be taken or used in games of Apocalypse **can** be used in Gladiator games, so long as these don't utilize Apocalypse Strategic Assets.
- Ignore any rules references that mention rolling on the Damage Table for glancing hits (as glancing hits just remove a Hull Point now).
- Any ability that causes automatic Penetrating hits also removes 1 Hull Point per Penetrating hit against the vehicle (in addition to any damage caused by rolling for the Penetrating Hits).
- Template weapons that are fired 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.
- When firing at a model with Power/Void Shields, resolve each hit one at a time, and as soon as the last field collapses any remaining hits are immediately resolved against the model's Armor Value as normal.
- 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.

- Despite what the [Imperial Armor Apocalypse Update PDF](#) says, when firing a weapon that uses the Apocalyptic Barrage template, you may center the template over an enemy model (within range) that is out of line of sight; although not so that it even partially covers any friendly models or enemy models that are locked in combat. In addition, casualty removal, cover saves and vehicle armor arcs involving the Apocalyptic Barrage template are all resolved exactly like a multiple Barrage (with each of the 5 sub-templates counting as a separate blast). These weapons also always have the Pinning special rule.



Chaos

Chaos General

- For any vehicle with 'Daemonic' rule, replace this with both the 'Daemon' special rule (from the main rulebook) and the 'Daemonic Resilience' rule from the Chaos Daemons codex.
- For any vehicle with either the 'Possession' or 'Daemonic Possession' rules, use the 'Daemonic Possession' rule from the Chaos Space Marine codex instead.
- All Daemon Lords (An'ggrath, Scabeiathrax, etc) count as being a Daemon of their patron god (per the Chaos Daemons Codex), with all the benefits and penalties that entails. For their 'Living Icon', follow the rules for an 'Icon of Chaos' found in the Chaos Daemons codex. **Daemon Lords are all considered to be 'Unique' (and therefore are characters).**

Chaos Units

Blood Slaughterer of Khorne (Imperial Armor Apocalypse 2, pg 64)

- Use the version of the Rage special rule found in the main rulebook. The bonus attack for Rage is in addition to the +D3 attacks the model gets when he charges for Fury of Khorne (so D3+1 bonus attacks). Neither of these bonuses apply if the Blood Slaughterer makes a disordered charge.

Brass Scorpion of Khorne (Apocalypse, pg 173)

- Has the 'Daemon' special rule (from the main rulebook).

Chaos Contemptor Dreadnought (Imperial Armor Apocalypse - 2nd Edition, pgs 106-107)

- 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.

Daemon Lord - Aetaos'rau'keres (Imperial Armor Apocalypse 2, pg 62)

- Please consult the [separate rules PDF](#) we have created for using Aetaos'rau'keres.

General – Gargantuan Creatures & Super-Heavy Walkers

- Gargantuan Creatures wishing to Tank Shock/Ram must move as described in the rules for Tank Shock (moving in a straight line, etc), and this can only be done with their movement in the movement phase.
- Gargantuan Creatures always count as having remained stationary in the previous movement phase when firing ranged weapons.
- Gargantuan Creatures are allowed to use the Run rule in the Shooting phase.
- The 'Agile' rule allows a model to fire one weapon and still run in the same shooting phase (resolve the shooting before moving the model) or to run 2D6" if it doesn't fire any weapons, provided the model is not otherwise disallowed from moving.
- Although a Gargantuan Creature gets to roll two dice and pick the highest when rolling for Armor Penetration in close combat, if this result is re-rolled (via the 'Smash' special rule, for example) then both of these dice must be re-rolled.
- A Gargantuan Creature's 'Hammer of Wrath' attacks are in addition to any 'Stomp' Attacks it makes.
- If a Gargantuan Creature has abilities that naturally apply to its close combat attacks (such as 'rending' or re-rolling failed 'to hit' rolls), then these abilities apply to its Stomp Attacks as well.

General – Flyers & Super-Heavy Flyers

- Ignore all references to fliers having the Deep Strike special rule (except for the Chaos Dreadclaw).
- 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).
- Jump units being deployed from a flyer via a 'drop run' that suffer a 'delayed' Deep Strike mishap are not placed into reserve, but instead simply do not deploy from the flyer. All other Deep Strike mishap results are resolved normally.

Daemon Lord - An'ggrath the Unbound (Imperial Armor Apocalypse - 2nd Edition, pg 100)

- An'ggrath does not use the rules for Flying Monstrous Creatures, but instead his wings are treated just like a Jump Pack, except that when used in the movement phase they allow a move up to 24". When used to charge in the assault phase, then as normal, he can re-roll his charge distance, but does not gain any additional 'Hammer of Wrath' benefits (as Gargantuan Creatures already have a superior version of that rule anyway).
- Per his 'Blood Frenzy' rule, An'ggrath must attempt to charge in the assault phase if any enemy unit is within his maximum range (18"), however units that are out of line of sight are ignored.
- An'ggrath can nullify a psychic power that inadvertently targets him (such as with a Nova power, for example), even if the power is unable to affect him anyway. He cannot use the 'Deny the Witch' special rule (his superior innate ability to nullify psychic powers takes precedence).

Daemon Lord - Scabeiathrax the Bloated (Imperial Armor Apocalypse - 2nd Edition, pg 103)

- His Nurgling Infestation attacks do not benefit from any special rules or abilities (such as Smash or Blade of Decay, etc).
- Wounds inflicted with the Blade of Decay are immediately doubled, before allocating these wounds or taking saving throws against them, etc.

Daemon Lord - Zaraknyel (Imperial Armor Apocalypse - 2nd Edition, pg 102)

- Ignore the last sentence of the 'Daemon Lord of Slaanesh' special rule completely. Instead, enemy units that fail Zaraknyel's normal Fear test in close combat are completely unable to attack that round (instead of just having their WS reduced to 1). In addition, models with the And They Shall Know No Fear are not immune to Zaraknyel's Fear tests (only Fearless models are).

Greater Brass Scorpion of Khorne (Imperial Armor Apocalypse 2, pg 73)

- Ignore the text for the Frenzied Charge special rule. Instead, a Greater Brass Scorpion of Khorne counts as having the Fleet special rule when rolling for its charge distance.

Plaguereaper of Nurgle (Apocalypse, pg 172)

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

Spined Chaos Beast (Imperial Armor Apocalypse - 2nd Edition, pg 109)

- Ignore the reference to the 'Daemonic Invulnerability' special rule. Replace it with the 'Daemon' special rule.

Chaos Flyers

Dreadclaw (Imperial Armor Aeronautica, pg 73)

- When arriving via Deep Strike, a Dreadclaw can choose either to count as Zooming (in which case its passengers cannot voluntarily disembark that turn) or as Hovering. In either case, the Dreadclaw cannot move any further in the same movement phase it arrives via Deep Strike.
- 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).

Chaos Characters

Arkos the Faithless (Imperial Armor Vol. 7, pg 199 w/ FW 6th edition characters update PDF)

- Ignore the reference to the 'Daemonic' special rule. Replace it with the 'Daemon' special rule.

Mamon, Daemon Prince of Nurgle (Imperial Armor Apocalypse 2, pg 66)

- Is a Daemon of Nurgle (as described in the Chaos Daemons codex) and has the Deep Strike special rule.
- Ignore the reference to his 'Daemonic Gifts' completely, but still use his characteristic profile as printed.
- Use the Feel No Pain (5+) and Slow & Purposeful special rules as described in the main rulebook (not as described in his special rules).
- Has the following Daemonic Gifts: Contagion Spray (as listed in his special rules) and Noxious Touch (the Poisoned 2+ special rule).

Necrosius (Imperial Armor Vol. 7, pg 143 w/ FW 6th edition characters update PDF)

- He has the following three psychic powers: Wasting Disease (see update PDF), Nurgle's Rot & Gift of Contagion. Alternatively, he may roll to generate 3 new powers, following the rules for doing so on pg 70 of the Chaos Space Marines codex.

Uraka, Daemon Prince of Khorne (Imperial Armor Apocalypse 2, pg 68)

- Is a Daemon of Khorne (as described in the Chaos Daemons codex) and has the Deep Strike special rule.
- Ignore the reference to his 'Daemonic Gifts' completely, but still use his characteristic profile as printed.
- He has the following Daemonic Gifts: Armour of Khorne (3+ armor save), The Executioner's Axe (as described in his special rules) and the Blessings of the Blood God (as described in his special rules).

Zhufor the Impaler (Imperial Armor Vol. 7, pg 174 w/ FW 6th edition characters update PDF)

- He does benefit from the Mark of Khorne as printed in the Chaos Space Marine codex (as well as having 4 Attacks).
- His Terminator Bodyguard must take the Mark of Khorne (ignore the reference to them having to take an icon).

Dark Eldar

Dark Eldar General

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

Dark Eldar Units

Raven Strike Fighter (Imperial Armor Aeronautica, pg 69)

- Ignore reference to the 'Evasive' special rule.
- Ignore the 'Sky Assassin' special rule (as flyers have had their Deep Strike rule removed).

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 random allocation to determine which models in a unit are hit by 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.

Eldar

Eldar Units

Cobra (Imperial Armor Vol. 11, pg 196)

- The Cobra is not equipped with a Pulsar, but rather a Cobra D-Cannon which has the following profile: 48" Range, Strength D, AP2, Ordnance 1, 10" blast, barrage, destroyer, primary weapon, D-Cannon.
- Use the Eldar Titan Holo-Field rules found in the [Imperial Armor Apocalypse Update PDF](#).

Revenant Titan (Imperial Armor Vol. 11, pg 205)

- Jump Jets cannot be used to land on top of Gargantuan Creatures, Super-Heavy vehicles and Flyers (unless they're in 'Hover Mode').
- When landing on a (non-super heavy) vehicle with its Jump Jets, the Revenant will ram it. After resolving the ram, if the Vehicle has not Exploded, place the Revenant on the table as close to the vehicle as possible.
- Use the Eldar Titan Holo-Field rules found in the [Imperial Armor Apocalypse Update PDF](#).

Scorpions (Imperial Armor Vol. 11, pg 196)

- Use the Eldar Titan Holo-Field rules found in the [Imperial Armor Apocalypse Update PDF](#).

Shadow Spectres (Imperial Armor Vol. 11, pg 139)

- Ignore the 'Jetpack' rule and follow the normal rules for Jet Pack units.
- Use the Haywire rule as presented for this unit (as opposed to the version in the main rulebook).
- When the unit is making a Ghostlight attack and the Exarch is equipped with a Haywire Launcher, he doesn't count towards the attack's range or Strength, but his BS is still used to guide the attack.
- The Cynosure skill allows the squad to re-roll the scatter dice when making a Ghostlight attack and can be used even if the Exarch is equipped with a Haywire Launcher.

Wraithseer (Imperial Armor Vol. 11, pg 185 w/ FW 6th edition psykers update PDF)

- A Wraithseer may swap out all three of his powers for 3 rolls from the Divination and/or Telepathy disciplines (in any combination).

Eldar Characters

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

- His alternate force organization chart may not be used.

Irillyth, Shade of Twilight (Imperial Armor Vol. 11, pg 143)

- See all the clarifications regarding Shadow Spectres above & use the Relentless rule from the main rulebook.
- His Holosuit save improves to 4+ against attacks that originate at least 12" away.

Imperial Armies
(Grey Knights, Imperial Guard and Sisters of Battle)

Imperial Units

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 Ed., 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 of the combat that the Cyclops was in.
- Cyclops models are allowed to embark onto transport vehicles.
- A Cyclops that has either lost all its operators or is more than 48" away from them cannot hold or contest an objective.

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.

Earthshaker, Hydra & Manticore Platforms (Imperial Armor Vol. 1 - 2nd Edition, pg 198)

- Ignore all references to 'crew'. These units are just immobile vehicles and any crew models used have no in-game effect.

Field Artillery Battery (Imperial Armor Vol. 1 - 2nd Edition, pg 187)

- This unit has the 'Gun Carriage' special rule described on pg 188.

Grey Knights Dreadnought Psycannon weapon option (IA Vol. 2, pg 218 w/ FW IA2 update PDF v1.3)

- Grey Knight Dreadnoughts and Venerable Dreadnoughts can replace their Multi-Melta with a Psycannon for +10 pts.

Hades Breach Drill (IA 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 but on top of the vehicle wreck (and counts as moving into dangerous terrain).
- If a Hades arrives under a building and this results in the building suffering a Total Collapse or Detonation, 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).
- A Hades arriving under a Gargantuan creature automatically mishaps without attacking it (as Gargantuan Creatures cannot be Tank Shocked by standard vehicles).
- 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).

Heavy Artillery Platforms (Imperial Armor Vol. 1 - 2nd Edition, pg 187)

- These weapon platforms are just immobile vehicles. Ignore all references to them having crew. Any crew models used for these units are purely decorative.
- Hydra Platforms do not have the Interceptor special rule.
- Hellhammer Super-Heavy Tank (Apocalypse, pg 105)
- Optional Hunter-Killer Missile, Pintle-Mounted Heavy Stubber and Storm Bolter each cost 10 pts.

Long-Range Scanner Squad (Forge World Imperial Guard Update PDF - Feb 2012)

- Once deployed, the long-range scanner model can never be moved, attacked, etc, only its crewman can. The crewman must remain within coherency of the scanner at all times and if he is killed or falls back then the long-range scanner is removed from the table and counts as being destroyed.
- Declare the scanner mode before the battle begins, when it is either deployed or placed into Deep Strike reserve (the Short Range Lock scanner mode must be chosen if the unit starts the battle in reserve).
- The Short Range Lock scanner mode cannot be utilized while the crewman has gone to ground or is locked in combat.

Repressor (Imperial Armor Vol. 2, pg 238 w/ FW IA2 update PDF v1.3 & FW 6th edition vehicles update PDF)

- A Repressor is a dedicated transport choice for: Battle Sisters squad, Celestian squad, Dominion squad, Retributors squad, Sororitas Command Squad.

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)

- All Sentry Guns within a single battery must be equipped identically.
- The owning player must declare the firing mode for a Sentry Gun Battery when deploying it (or placing it into reserve).

Stormlord Super-Heavy Tank (Imperial Armor Apocalypse 2, pg 12)

- The optional Heavy Stubbers mounted on the sides of the fighting platform are fired by embarked models as part of their unit's shooting, not when the Stormlord itself fires.

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

- Should have the 'Artillery Tractor' special rule as detailed on pg 76.

Imperial Aircraft

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 take a S4 hit against their rear armor before being deployed onto the table.
- 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.

Imperial Characters

Inquisitor Lord Hector Rex (Imperial Armor Vol. 7, pg 124 w/ FW 6th edition characters update PDF)

- He may swap out all of his listed psychic powers for 3 rolls from the Divination, Pyromancy and/or Telekinesis disciplines (in any combination).

Necrons

Necron Units

Gauss Pylon (Imperial Armor Aeronautica, pg 66)

- The only way a Pylon ever suffers a Deep Strike mishap is if any portion of it ends up off the table. When moving a vehicle out of the way of a Deep Striking Pylon, the owning player moves his model, but cannot turn the vehicle unless it is the only way to make space. If the Pylon would land on top of immobile models, then move the Pylon the minimum distance necessary to avoid them.
- Each weapon destroyed result reduces the number of shots for **both** the Focused Beam and Flux Arc fire modes. A Pylon never counts as having all of its weapons destroyed, no matter how many weapon destroyed results it suffers.



Ork General

General Ork Vehicle Weapons and Waaagear

- The Krusha Ball is a shooting attack. It affects all models its path crosses, including those locked in close combat and those on every level of a ruin. If the Krusha Ball destroys a piece of terrain, place any surviving models that were in/on that terrain back onto the table as close to the same position as possible. If no suitable rubble is available for the destroyed terrain, just mark the area with dice or counters.
- The Belly Gun is **not** a blast weapon, so cover, vehicle armor arcs, closest model for casualty removal, etc, are all determined exactly like any basic weapon (and not from the point on the table that the Belly Gun hits). The Belly Gun gun cannot be fired in consecutive **game** turns (not just player turns).
- Red Paint Job on a Stompa only improves its move distance in the movement phase.
- In addition to those listed, a Repair Krew can attempt to fix an Immobilized Damage result on a roll of 5+ or repair a single lost Hull Point on a roll of 4+.
- A Stompa's Lifta-Droppa cannot be used to drop a vehicle onto a unit locked in combat. Cover, vehicle armor arcs, closest model for casualty removal, etc, for damage caused by a dropped vehicle are all still determined exactly like any basic weapon (and not from the point the vehicle was dropped). A unit that is tank shocked by a dropped vehicle may attempt a Death or Glory attack as normal, but even if this attack manages to halt the vehicle, the drop point is not changed and the affected unit still suffers the 2D6 wounds. If a vehicle is dropped onto a Gargantuan Creature or another vehicle (super-heavy or otherwise), just move the dropped vehicle the minimum distance needed to place it onto the table before resolving any damage caused by the drop.
- All Grot Sponsons mounted on the same vehicle must fire at the same time and the same enemy target (unless mounted on a super-heavy vehicle in which case they can all fire at different targets), although they can fire at a totally different time than the rest of the vehicle's shooting (or even from the shooting of a unit embarked on the vehicle).
- A Supercharger just gives a Stompa the 'Fleet' special rule.
- When firing a Supa-Gatla, if you run out of valid targets within 12" of the last enemy unit that was shot at, then its' shooting ends, and the weapon counts as being out of ammo for the rest of the game.

Ork Units

Big Squiggoth (Imperial Armor Apocalypse 2, pg 43) & Massive Squiggoth (Imperial Armor Vol. 8, pg 195)

- 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.

Grot Tanks & Mega-Tank (Imperial Armor Apocalypse - 2nd Edition, pgs 52-53)

- 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 moved over 6". In addition, a flat-out move made by these units is up to D6" (instead of the normal 6").

Kill Blasta/Bursta (Imperial Armor Apocalypse - 2nd Edition, pg 50) & Kill Krusha (Imperial Armor Vol. 8, pg 175)

- Kill Tanks do not benefit from the normal 'Drive Damage' rule for Super Heavy vehicles and instead suffer the full effects of an Immobilized damage result.
- Please see the clarifications regarding the 'Belly Gun' in the Ork Waaagear section above.

Kustom Battle Fortress (Imperial Armor Vol. 8, pg 170)

- The optional Flakka-gunz has both the Skyfire & Interceptor special rules.

Mekboy Junka (Imperial Armor Vol. 8, pg 189)

- 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 (Imperial Armor Apocalypse - 2nd Edition, pg 44)

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

Ork Aircraft

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.

Ork Characters

Zhadsnark Da Ripa (Imperial Armor Vol. 8, pg 122)

- 'Da Beast' is not a vehicle (it's a bike), so ignore the first two sentences of this rule.
- In the Assault phase instead of charging, Zhadsnark may instead make a Tank Shock move, up to a maximum of 12", as though he were a tank. Enemy units may attempt a 'Death or Glory' but only count as 'stopping' him if they manage to kill him with the attack. Zhadsnark may not both Tank Shock and Turbo-boost in the same turn.

Space Marines

Space Marine Units

Chaplain Dreadnought (Imp. Armour Apocalypse 2, pg 30)

- Venerable special rule only applies to Penetrating hits (not to glancing hits).

Contemptor-Mortis Pattern Dreadnought (Imperial Armour Aeronautica, pg 38)

- As long as the Contemptor Mortis remains stationary in its own movement phase, it has the Skyfire and Interceptor special rules until the start of its next turn.

Damocles Rhino (Imperial Armor Vol. 2, pg 82 w/ FW IA2 update PDF v1.3 & FW 6th edition vehicles update PDF)

- The Teleport Beacon may only be used in conjunction with teleporting units taken from the same codex as the Damocles.

Deathstorm Drop Pod (Imp. Armour Apocalypse 2, pg 28)

- Hull Points: 3. Type: Vehicle, Open-Topped, Transport.

Land Raider Helios (Imperial Armor Apocalypse 2, pg 32)

- Ignore Hyperios Launcher rules & upgrade option (use the Helios entry in IA: Aeronautica for that).

Land Raider Terminus Ultra (Apocalypse Reload, pg 16)

- 300 points. BS4, AV 14/14/14. Hull Points: 4. Type: Vehicle, Tank, Transport. Special Rules: Assault Vehicle, Power of the Machine Spirit.
- Has 2 sponson-mounted twin-linked lascannons, 2 sponson-mounted lascannons, 1 hull mounted twin-linked lascannon, smoke launchers, searchlight and may take a hunter-killer missile for +10 points.

Lucius Pattern Drop Pod (Imperial Armor Apocalypse - 2nd Edition, pg 32 w/ FW 6th edition vehicle update PDF)

- This unit must be represented by a model that is significantly larger than the standard Space Marine drop pod.

Sentry Gun - Tarantula (Imperial Armor Vol. 2, pg 178 w/ FW IA2 update PDF v1.3)

- Use the rules, profile and options for the Sentry Gun found in Imperial Armor Vol. 1 - 2nd Edition (pg 202) for the Space Marine version.

- All Sentry Guns within a single battery must be equipped identically.
- The owning player must declare the firing mode for a Sentry Gun Battery when deploying it (or placing it into reserve).

Space Marine Aircraft

Thunderhawk Transporter (Imperial Armour Aeronautica, pg 36)

- A Thunderhawk Transporter may only load a vehicle by ending its move over the vehicle while it is in hover mode. A Thunderhawk Transporter cannot move flat-out on a turn it is loading a vehicle.

Space Marine Characters

Bray'arth Ashmantle (Imperial Armor Vol. 10, pg 173)

- Abilities that roll two dice and choose the highest (such as Ordnance weapons) function as normal against Ashmantle.
- Cover saves may not be taken against his 'Burning Wrath' attacks.

Captain Pellas Mir'san (Imperial Armor Vol. 10, pg 171)

- 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.

Captain Silas Alberec (Imperial Armor Vol. 10, pg 179)

- Alberec cannot attempt to use 'Deny the Witch' and 'Soul-Seared' against the same psychic power (it's one or the other).

Knight Chaplain Elam Courbray (Imperial Armor Vol. 9, pg 172)

- The special S8 attack from the Sword Excellus is resolved at AP3 unless its rending rule manages to boost it to AP2.
- Courbray must always issue and accept a challenge whenever possible. This replaces the 'Martial Contempt' special rule completely.

Lias Issodon (Imperial Armor Vol. 9, pg 169)

- Models wounded by Issodon's 'Infiltrate, Isolate and Destroy' attacks may take a cover save if they are actually standing in cover, and the initial 'closest model' for these attacks is randomly selected. These attacks cannot force a morale check.

Lord High Commander Carab Cullin (Imperial Armor Vol. 9, pg 167)

- If Cullin is fighting in a challenge then his 'Blade of the Scorpion' is calculated against his opponent. Otherwise, use the highest WS characteristic from amongst the enemy unit(s) he is engaged with when he makes his attacks.

Lugft Huron (Imperial Armor Vol. 9, pg 161)

- 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 (Imperial Armor Vol. 9, pg 165 w/ FW 6th edition psykers update 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.

Tyberos the Red Wake (Imperial Armor Vol. 10, pg 178)

- Tyberos declares how he will split his combat attacks between his two melee weapons at the start of the fight sub-phase, but after any potential challenge has already been accepted or refused.
- Units with Tyberos' Chapter Tactics gain Rage when they end a close combat by destroying and/or forcing all their opponents to fall back, provided at least one non-vehicle enemy unit was involved the combat.

Bran Redmaw & The 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

Tau Empire Units

Drone Sentry Turrets (Forge World Tau Update PDF - Feb 2012)

- Type: Vehicle, Immobile. Hull Points: 2.
- Remove the option to take 'Deep Strike' for +5 points (as all Immobile models are already able to Deep Strike).
- The Shield Generator option is +20 points per model but the entire unit must take the option if any do.

Goaded Great Knarloc (Forge World Tau Update PDF - Feb 2012)

- Ignore the Goad's Goad Stick (it is redundant compared to their Kroot Rifle). Also, the Knarloc does **not** count as being armed with two close combat weapons.
- Only the Knarloc's To Hit dice in combat count towards the Feeding Frenzy special rule.

Mounted Great Knarloc Herd (Forge World Tau Update PDF - Feb 2012)

- Ignore the reference to the unit having '2 Kroot riders per Great Knarloc'. Any rider models used are purely decorative.

Remote Sensor Tower (Forge World Tau Update PDF - Feb 2012)

- Type: Vehicle, Immobile. Hull Points: 2.

Tau Commander Battlesuit variants (Forge World Tau Update PDF - Feb 2012)

- XV89 Battlesuit: For its Jet Pack thrust move in the assault phase roll 3D6 and use the lowest two results (instead of the normal 2D6").

Tetra Scout Speeder Team (Forge World Tau Update PDF - Feb 2012)

- Ignore the reference to the 'Forward Observer' special rule.
- All options may be taken individually per model.

XV-9 Hazard Close Support Armor (Imperial Armor Apocalypse 2, pg 58)

- The 'Survivor to the Last' special rule means the unit attempts to regroup using its unmodified Ld, even when less than 25% of the unit is remaining.

Tyranids

Tyranid Units

Harridan (Imperial Armor Aeronautica, pg 56)

- At the start of the Harridan's turn it must declare whether it is going to zoom, or be in hover mode. If in hover mode, then it is treated exactly like a normal Gargantuan Creature until the start of its next turn. A Harridan that starts the game on the table automatically counts as being in hover mode if the opponent gets the first turn.
- When zooming, the Harridan moves as though it is a super-heavy flyer, but with a maximum move of 24" (i.e. a 18"-24" move with only a single 90 degree pivot). A zooming Harridan can also arrive and disengage from the table like a super-heavy flyer too.
- A zooming Harridan is affected by ranged attacks like a zooming flyer (snap shots only, unless the model or weapon has skyfire, etc), including being able to 'evade' (which is declared before rolls to wound are made against the Harridan). A zooming Harridan cannot be charged or Tank Shocked (nor can it run or charge itself).
- When a Harridan is killed with a Gargoyle Brood embarked, any survivors must be placed within 2" of where the Harridan's base was, but any placed within 1" of an enemy model are immediately removed as a casualty.

Heirophant Bio-Titan (Apocalypse, pg 148)

- If a Heirophant 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.
- Besides its 2 Bio-cannons & Spore cloud, a Hierophant counts as having a single set of Scything Talons, a Lash Whip, the Regeneration & Toxic Miasma biomorphs (ignore the reference to the Hierophant being a psyker and having the Warp Field psychic power).
- To see which models (friend or foe) are affected by a Hierophant's 'Spore Cloud', check during the I1 step of close combat, after any models moving at that Initiative Step have finished making their pile-in move.

Malanthrope (Imperial Armor Apocalypse - 2nd Edition, pg 72)

- The Prey Adaptation special rule is triggered when the Malanthrope is locked in combat against any non-vehicle enemy unit (not just an infantry unit) that is subsequently destroyed in that combat, even if the Malanthrope itself doesn't inflict the final kill. The Preferred Enemy rule granted by Prey Adaptation applies to the unit type of the enemy unit(s) destroyed in combat.

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

- 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).
- Like regular Spore Mines, 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).