HOW TO USE THIS DOCUMENT

This document is intended to clarify and supplement the Games Workshop (GW) published material. It is written in a general manner to be applied to all Warhammer 40,000 events at AdeptiCon 2017.

Players should pay special attention to bullets that begin with, "For ease of tournament play, at this event..." These bullets represent the most significant clarifications and in some instances direct changes to the existing rules.

In all other cases GW published material and FAQs have priority in resolving rules disputes. If after consulting the GW material and FAQs there is still disagreement tournament judges will refer to this document. Further ambiguity will be resolved by a ruling from the tournament judge. In all cases, the judge's rulings are final.

WARHAMMER 40,000: THE RULES

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).
- Vehicles may not Tank Shock in the same turn that they Deep Strike.

The Psychic Phase

- A Psyker that chooses to substitute a generated power for the discipline's primaris power is not allowed to gain Psychic Focus for that discipline. This means the Psyker must generate at least one of their remaining powers from a different psychic discipline.
- Multiple instances of the same wargear or special rule that provide bonuses to Deny the Witch rolls (e.g. multiple Canoptek Tomb Spider Gloom Prisms) do not stack with each other. However, different pieces of wargear or special rules do stack with each other.
- The same restrictions that apply to Psykers while inside Transports also apply to Psykers while inside a Building.
- If a Chariot Rider suffers a Perils of the Warp result while manifesting a psychic power, all effects from the Perils of the Warp table are allocated to the Rider.
- If a Transport vehicle is removed as a casualty due to the *Dragged into the Warp* Perils of the Warp result, embarked models are allowed to perform an emergency disembarkation.
- 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 remain exactly where they are.
- Use the following clarifications for the Invisibility psychic power:
  - Any attacks or special abilities that can cause damage (i.e. hits, wounds and/or vehicle damage) without rolling to hit (e.g. Codex: Chaos Daemons Warp Storm Tables, etc) affect invisible units normally.
- 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.
- When manifesting the Sacrifice psychic power, a player may use the 30pts worth of options to purchase Hellforged Artifacts. However, a particular Artifact cannot be taken if it was ever chosen during the current game (even if it is currently destroyed).
- When manifesting the Sacrifice psychic power, the single wound suffered by one friendly model within 6" of the Psyker cannot be given to the newly conjured herald.

- When a Psyker manifests the Possession psychic power but is removed as a casualty due to a result on the Perils of the Warp table, the power still conjures a unit normally.
- When a Psyker with the Brotherhood of Psykers/Sorcerers special rule manifests the Possession psychic power, *only* models in that unit with the BoP/S special rule are automatically removed as casualties.
- A Psyker may attempt to manifest The Gate of Infinity and Levitation psychic powers both while Falling Back and also while locked in close combat. Note however, these powers may not be manifested by a unit that has been Pinned/Gone to Ground.
  - In the case of Falling Back, the unit still counts as Falling Back after it resolves the power.
  - In the case of being locked in close combat, if the Psyker and any unit he has joined were the only unit(s) locked in combat with the enemy, the enemy may not make a Sweeping Advance or Consolidate and remain exactly where they are.
- Conjured units are considered part of the owning player's army, but not any specific Detachment. This means they do not benefit from any Command Benefits of any of the Detachments included in the army (such as Objective Secured).

The Shooting Phase

- For ease of tournament play, at this event, Line of Sight for non-vehicle models must be drawn from the model's eyes (or closest equivalent).
- Rules that allow a model to shoot more than one weapon *in the shooting phase* apply to shooting attacks made in other phases of the game such as interceptor shooting.
- Unless a shooting attack specifies that it doesn't require line of sight or has a provision allowing it to cause damage to units out of line of sight (such as with Blast weapons), then it cannot cause damage to a vehicle model that is entirely out of line of sight.
- 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.
- If a unit elects to Run and/or Turbo-boost, then all models in the unit must forgo their shooting to do so. It is perfectly fine for some models in a unit to Run while others Turbo-boost.

The Assault Phase

- Use the following clarifications when declaring and completing charge moves.
  - A unit may declare and complete a charge on a single unit even if completing the charge would take the unit out of unit coherency.
  - A unit may NOT declare a charge on multiple units if completing the charge would take the unit out of unit coherency.
  - If a unit legally declared a multiple charge but due to overwatch fire is no longer able to complete the charge without breaking unit coherency, the charging unit may complete the charge against the primary target and only those secondary targets that would not cause the unit to break unit coherency.
- 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.
- 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.
- 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 of that same phase would be sufficient to do so, the combat continues normally.
- A model that is in base contact with an enemy vehicle does not make a start of initiative step Pile In move.
- 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.

Morale

- When a unit is able to use the Ld value of a model outside their unit while taking a Ld test, such as with the *Inspiring Presence* Warlord Trait for example, any modifiers affecting the unit still apply to the unit's Ld test as normal.

Characters

- Look Out, Sir attempts may be made against Destroyer weapons. Unlike normal Look Out, Sir attempts, these reallocate the Destroyer hit (as opposed to a wound), and are made before rolling on the Destroyer Weapon Attack Table.
- An Independent Character riding on a Chariot does not count as being an Independent Character.
- When a model is involved in a challenge against a Character riding a Chariot, they may choose to attack either the rider or Chariot as usual.
- An Infantry unit with an Independent Character on a Bike attached to it cannot be Pinned/Go to Ground.
- An Independent Character that cannot be Pinned/Go to Ground may not join a unit that is currently Pinned/has Gone to Ground.

Universal Special Rules

- A unit is only allowed to Jink if it is the chosen target of a shooting attack. Other models potentially affected by the attack may not Jink (e.g. other units besides the target unit that are hit by a Blast weapon).
- A unit targeted by a Witchfire psychic power may wait to declare whether or not it is Jinking until the power has been successfully manifested.
- Models making a Hit & Run move that encounter an obstacle they are not allowed to move through or over (e.g. Impassable Terrain or the edge of the board) immediately end their move.
- 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.
  - Cannot fire more weapons than it is normally able to fire during its own shooting phase.
- 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 *Misplaced* result on the Deep Strike Mishap table, the enemy player must place the unit in a location where they would not mishap a second time. If no such location exists, the unit is placed into Ongoing Reserves.
- An Ordnance weapon with the Tank Hunter special rule must re-roll both armor penetration dice or none at all.
- A vehicle firing an Ordnance weapon may only fire Snap Shots with its other weapons regardless of whether those other weapons are fired before or after the Ordnance weapon.
- 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.
- When a transport vehicle makes a Scout redeployment the unit being transported also counts as making a Scout redeployment.

Flyers and Flying Monstrous Creatures

- For ease of tournament play, at this event, all vehicle weapons are assumed to be able to swivel up to 180 degrees vertically on their mount, instead of the normal 45 degrees, although this still does not allow a weapon to draw line of sight through the vehicle's own hull.
- For ease of tournament play, at this event, Flyers measure distances to Objective Markers using both the model's hull and base.
- Template and Blast weapons, and any other attacks or special rules that don't roll To Hit, or hit automatically (e.g. Imothek's Lord of the Storm special rule), have no effect on Zooming Flyers and Swooping Flying Monstrous Creatures unless they specifically state otherwise, as is the case with Nova Powers. This is true even if the attacking unit has the Skyfire special rule.
- A Zooming Flyer that chooses to have the Skyfire special rule and uses Power of the Machine Spirit (PotMS) to fire a weapon at a target other than a Skimmer, Flyer, or Flying Monstrous Creature resolves the attack as a Snap Shot. Likewise, a Zooming Flyer that chooses *not* to have Skyfire and uses PotMS to target a Zooming Flyer or Swooping Flying Monstrous Creature resolves the attack as a Snap Shot.
- A Flyer (in Zooming or Hover mode) that suffers a Crew Stunned result on the Vehicle Damage Table may not switch flight modes in its following turn.

Super-Heavy Walkers (SHW), Gargantuan Creatures (GC) and Flying Gargantuan Creatures (FGC)

- Casualties caused by Stomp attack wounds follow the normal rules for close combat casualty removal (starting with enemy models in base contact with the SH/GC/FGC first, etc). However any *Overrun* result rolled affects the specific models underneath that particular blast marker.
- 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).

Weapons

Barrage Weapons

- When firing more than one shot with the Barrage special rule, if the attack is allowed to re-roll to hit rolls than both the first blast placement (scatter dice and two D6) and subsequent blast placements (only a scatter dice) may be re-rolled.

Blast Weapons

- Vehicles hit by a Blast weapon that are completely out of Line of Sight of the firing unit are still affected normally by the blast.

Destroyer Weapons

- When resolving a Destroyer weapon attack, roll on the Destroyer Weapon Attack Table (DWAT) for each hit generated and then allocate wounds normally. E.g., a Blast weapon with strength D hits five enemy models from the same unit. The attacker rolls five times on the DWAT getting results of 1, 2, 5, 6, and 6. The attacking player chooses to allocate the group of 2 and 5 results first followed by the group of 6 results.

Primary Weapons

- If a Primary weapon rolls 3D6 for armor penetration (such as the Eldar Revenant's Sonic Lance), then roll four dice instead of three and pick the three highest results.

Stomp Attackss

- A Stomp blast marker *may* affect models which are not locked in the same combat as a SHW, GC or FGC making the Stomp. Note that it is permissible to Stomp friendly models locked in the same combat.
- A Stomp blast marker affects *all* models underneath it, including models on multiple levels of terrain/ruins.

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, then models completely of 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).
- When firing a Template weapon, always hold the template above all models and terrain, meaning a non-torrent Template weapon only needs to be placed touching the firing model's base from a top-down, two dimensional point of view (not physically touching the firing model's base).
- 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.

Vortex Weapons

- At the start of a turn, a model still alive on a vortex blast marker after it scatters is allowed to move off the marker as though it were not impassable terrain.

Army Selection Methods

- Units generated during the game that were not purchased as part of a player's army list (e.g. Tyranid Tervigons spawning Termagants or the Chaos Daemons Portalglyph summoning daemons) are considered part of the owning player's army, but not to any specific Detachment. This means they do not benefit from the Command Benefits of any of the Detachments included in the army, including Objective Secured.

Battlefield Terrain

- Tank traps are not impassable terrain to Walker/Super-heavy Walker Vehicles.
- All sections of an Aegis Defense line must be placed in one continuous line.

Buildings

- A Battle Brother ally model/unit may begin the game deployed inside a building purchased as part of another Battle Brother's detachment (e.g., a Culexus Assassin may begin the game deployed inside an Imperial Bunker purchased as part of a Space Marines Combined Arms Detachment).

- Void Shield Generators and Vengeance Weapon Batteries are medium buildings (i.e. they have 4 hull points).
- A claimed building 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 building. Note however, rules/abilities that apply only to units/models from a particular faction do not apply to a building which is not from that faction.
    - Ex: A claimed building will benefit from an Ork Kustom Force Field/Dark Angel Power Field Generator that is within range.
- A unit is allowed to move/be on top of the battlements of an enemy controlled building. This is an exception to the rule that models are not allowed to move within 1" of enemy models.
- Buildings may take cover saves granted by terrain or intervening units just like a vehicle does, treating the building's entire silhouette as its facing.
- For the purposes of claiming buildings, allies of any type claim a building for the army they were purchased for.
- The Automated Fire rule causes emplaced weapons to fire at the nearest *legal* target. A unit is a legal target even if the shooting attack is not strong enough to hurt it. A unit is not a legal target if firing at it would require breaking one of the targeting restrictions of the weapon type (e.g. placing a blast marker over a friendly model, etc).

Gun Emplacements
- Gun emplacements are neither models nor units (they are terrain), which means:
    - 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 unaffected by Tank Shocks and psychic powers (other than psychic shooting attacks).
- 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 model in 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.

Ruins
- For ease of tournament play, at this event, Gargantuan Creatures and non-Walker Super-heavy Vehicles may not move/be deployed onto an upper level of a ruin. Other Vehicles that do not have the Walker or Skimmer type may not move/be deployed onto an upper level of a ruin.
- Template weapons affect *all* models underneath the template, including those on multiple levels of terrain/ruins. Note a model must still be in LoS to have a wound from a template weapon allocated to it.
- If the target of an otherwise successful assault occupies an upper level of a ruin such that some or all of the charging models cannot physically fit on the level, simply move the charging model(s) as close as possible and treat those models that could have made base contact as if they had.

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).

FORCE-SPECIFIC QUESTIONS

Astra Militarum

- When a Ministorum Priest attempts to use the War Hymns special rule, he uses his own Leadership value (in most circumstances LD 7) and not the Leadership of any other models in his unit.

Chaos Daemons

- All Pink Horror units must use the datasheet in the Wrath of Magnus supplement. The datasheet in Codex Daemons is not allowed.
- Pink Horrors are not allowed to generate any psychic powers from the Daemonology discipline.
- Provided they have access to begin with, a daemon player may choose to use either the Warp Storm Table in Codex Daemons or Wrath of Magnus at the same time they generate psychic powers/other pregame abilities.
- 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 units 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 Portalglyph 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.
- 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.
- Before attempting to manifest the Flickering Fire psychic power, a player must declare the precise Warp Charge cost of the spell.
- Kairos Fateweaver's Staff of Tomorrow does not allow him to re-roll the end of the game roll 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.
- 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 a piece of terrain that grants cover for being *in* it (excluding vehicles) or there is a special rule granting it cover.
- 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 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.
- A Chaos Daemons player may roll to see if the Portalglyph creates a unit the same turn that it is placed.
- A Portalglyph has no specified height, and may literally be represented by a small blast marker.
- 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.

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's Master of Mechanisms curse does not require line of sight, so can be used while inside of a Transport or building.
- 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 marker normally. The enemy model also involved in the challenge is treated as being in a separate unit from any other units hit by the marker. Wounds are then resolved separately for each affected unit, removing casualties in order of closest to Typhus first.
- A Chaos Lord equipped with a Chaos Bike may not exchange the bike's twin-linked Boltgun for any other options.
- Plague Zombies can man gun emplacements and fire emplaced weapons.
- Chaos Knights may take Legacies of Ruin.

Supplement: Traitor Legions

- When generating the number of attacks for the Bloodfeeder, any roll of 1 causes a wound to the bearer. If Double 1s is rolled, this will result in 2 wounds.

Dark Angels

- A unit containing Belial that uses the Gate of Infinity psychic power to Deep Strike does not scatter.
- Ezekiel does benefit from the Book of Salvation wargear, effectively giving him 4 attacks.

Dark Eldar

- None

Eldar

- A model using the Runes of the Farseer special rule may re-roll the individual dice that make up the Deny the Witch attempt or Psychic test.
- 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 the purposes of a unit not being able to manifest the same power twice in one phase.
- 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 with a ghosthelm can use an unspent Warp Charge to prevent a wound suffered from Perils of the Warp, but cannot prevent the other effects caused by PoTW.
- A model Infiltrating using the Walker of the Hidden Path special rule (e.g., Illic Nightspear) may not be deployed within 1" of an enemy model.
- If Illic Nightspear is joined to another Infiltrating unit (other than Eldar Rangers), the unit does not benefit from the Walker of the Hidden Path special rule and must follow the normal rules for Infiltrating.
- When a model/unit with Swooping Hawks wings is removed from the table due to the Skyleap special rule, ongoing effects (e.g. the Soul Blaze special rule) remain with the unit although they are not affected by them until they return to play.
- The Fast Shot special rule applies to any weapon the model is using to make a shooting attack.
- Cover saves may not be taken against Prince Yriel's Eye of Wrath attacks.
- If Yriel chooses to use the Eye of Wrath special rule while he is involved in a challenge, place the large blast marker normally. The enemy model also involved in the challenge is treated as being in a separate unit from any other units hit by the marker. Wounds are then resolved separately for each affected unit, removing casualties in order of closest to Yriel first.
- 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.
- 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.
- When fired, a Wave Serpent's Serpent Shield has an arc of sight as pictured to the right (the entire grey area).
- When a Wave Serpent's Serpent Shield downgrades the penetrating hit from a Destroyer weapon attack to a glancing hit, the Wave Serpent still suffers the increased loss of hull points (i.e., either D3 or D6+6 hull).
- An army may only include one of each Remnant of Glory regardless of how many Detachments the army has.
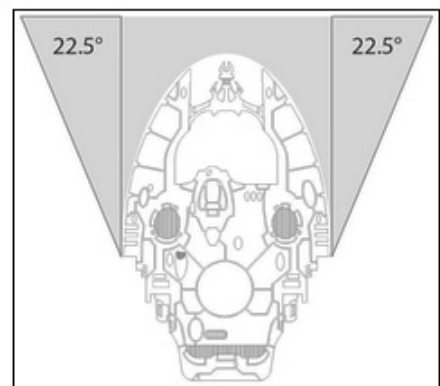
Genestealer Cult

- Units deploying via the Cult Ambush rule at the beginning of the game do so during the infiltration step of set up.
- When units are summoned via powers from the Brood Mind psychic tree and arrive via Cult Ambush, they count as if they moved in the movement phase.

Grey Knights

- Only models with the Daemon special rule are considered to be 'Daemons' for the Preferred Enemy (Daemons) special rule.

Inquisition

- Inquisitorial Detachments do not have the Objective Secured Command Benefit.
- Psykers from Codex: Inquisition cannot generate Daemonology (Malefic) powers. They also suffer a Perils of the Warp result on any roll of a double when attempting to manifest Sanctic powers.

Imperial Knights

- None

Khorne Daemonkin

- None

Legion of the Damned

- A Legion of the Damned unit may not arrive via Deep Strike embarked aboard a Transport.

Necrons

- Imotekh's Lord of the Storm attacks have no effect on Zooming Flyers/Swooping Flying Monstrous Creatures and units cannot Jink in response to them either.
- The twin-linked tesla destructor on an Annihilation Barge is a hull-mounted weapon.
- Units are allowed to re-embark onto a Night Scythe despite the fact it is a Zooming Flyer.
- The Nightbringer's Gaze of Death is not a shooting attack and therefore can be used while he is locked in combat, can target units locked in close combat, invisible units, etc. It cannot however, target swooping Flying Monstrous Creatures.

Orks

- None

Space Marines

- When Tigurius uses his Hood of Hellfire to re-roll a failed psychic test, all dice rolled must be re-rolled (even successful dice).
- 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.
- Weapons with the Graviton Special rule roll against a model's current armor save.
- Cover and invulnerable saves may be taken against wounds caused by a weapon with the Graviton special rule.
- An army may only include one of each Chapter Relic regardless of how many Detachments the army has.
- Tactical Squads must pay the associated points for items from the Special and Heavy Weapons lists regardless of how many models are in the unit.

Space Wolves

- None

Supplement: Champions of Fenris
- The Drop Pod used in the Wolf Guard Thunderstrike Formation ignores the Drop Pod Assault special rule.

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.
- 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 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.
- If a Stormsurge that has deployed its Stabilising Anchors is Tank Shocked, it may Death or Glory in response. If it fails to stop the Tank Shocking vehicle, it is destroyed.
- Use the following clarifications for the Coordinated Firepower command benefit:
    - Signature Systems, wargear and other special rules that alter the way that a unit fires (e.g., Skyfire) do not apply to other units using the Coordinated Firepower command benefit.
    - Special rules that allow a model to fire at different target than the one generating benefits from Coordinated Firepower (e.g., Split Fire) function normally.
    - If a model fires at a unit other than the one generating the benefits from Coordinated Firepower then that model does not receive any of the benefits (though they may still receive benefits applying to the unit from other sources as normal).
    - The +1 BS from the Coordinated Firepower command benefit does not apply to Snap Shots.

Tyranids

- Gargantuan/Flying Gargantuan Creatures may not be transported by a Tyrannocyte, nor may a Tyrannocyte transport another Tyrannocyte/Sporocyst.
- A Hive Tyrant with wings may only join a unit of Tyrant Guard while in Glide mode.
- When a Mawloc is using the Terror From the Deep special rule:
    - 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.

- o 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 Crones 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 not charge the turn that they arrive via Deep Strike.
- The Pyrovores Volatile special rule only affects units within D6" of the slain Pyrovore.

CAMPAIGN SUPPLEMENTS

The Gathering Storm: General

- For the purposes of the Grand Convocation, Castellans of the Imperium, Reborn Warhost detachments the term "one of the following" refers to the ratio of Force org slots to choices presented. For example, for each of the 6 available elite slots in the Grand Convocation detachment you may choose one of the four given options in any combination, including making duplicate choices.

The Gathering Storm I: Fall of Cadia

- A Castellan detachment is considered to be all factions of models included in it. For example including Saint Celestine, an Iron Hands captain and an Imperial Knight would make it Faction: Iron Hands, Adepta Sororitas and Imperial Knights.
- This triggers any Force Org Slot changes that would normally occur for a faction of each type and also limits access to allied detachments of the included factions per the self-allying rules.
- Characters that modify the Force Organization Slots apply their changes to units included in a Castellan detachment. For example, a Space Marine Captain on a bike will make bike units troop choices in a Castellan Detachment.
- Canticles of the Archmagos are considered additional options for the standard Canticles of the Omnissiah if Belisarius Cawl is on the battlefield. Only one canticle maybe be used per turn.

PLANETARY ONSLAUGHT EXPANSION

- A Vortex weapon fired from outside a Void Shield Zone that hits a unit within the Void Shield Zone hits the Projected Void Shield instead of the unit as normal, regardless of where the Vortex blast is on the table. In subsequent turns when the Vortex blast scatters, if the center hole of the blast is even partially within a Void Shield Zone, then the Vortex blast is not affected by that Void Shield Generator.

Skyshield Landing Pad:

- For ease of tournament play, at this event, when declaring a charge against a unit on top of a Skyshield Landing Pad, the models on top of the landing pad are always considered to be in LoS of the assaulting unit.
- When resolving a Blast or Template weapon attack against a unit on/under a Skyshield Landing Pad *all* models under the template are hit (i.e., models on top of or below the Skyshield Landing Pad).
- Only models physically on top of a shielded Skyshield Landing Pad gain its 4+ invulnerable save.
- Models in cover behind by any portion of a Skyshield Landing Pad have a 4+ cover save.

IMPERIAL ARMOUR ADDENDUM

General

- Point values and rules for Imperial Armor units must always be the most current published version. When in doubt which version is most current, refer to the Imperial Armor Units Index.
- Except where specified otherwise, an ability that causes an automatic penetrating hit also removes 1 Hull Point per penetrating hit in addition to any damage caused by it.
- Template weapons able to fire at range (similar to the Torrent special rule) still follow the general restrictions for placing a template: they must have line of sight to at least one model in the target unit, they must try to cover as many models in the target enemy unit while not covering any friendly models, etc.
- Immobile artillery gun models that would have to be moved due to a vehicle ending its tank shock on top of them 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 (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.
- If a Flyer has the Deep Strike ability, when it arrives via this method it counts as Zooming at Combat Speed, but cannot drop any Bombs the same turn. If the Flyer has Hover Mode, then it may instead choose to Deep Strike in Hover Mode.
- A flyer equipped with several Ordnance missiles (such as Hellstrike Missiles on a Storm Eagle Gunship, for example) may fire multiple missiles simultaneously without incurring the Ordnance weapon BS penalty for any of them. Other types of weapons fired by the flyer in the same phase are affected as normal (may only fire Snap Shots).
- When firing at a model/unit protected by a Power Field/Void Shield, 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.

Chaos (Chaos Daemons & Chaos Space Marines)

- For details of the Armoured Ceramite special rule, see page 59 of Imperial Armour Volume 13.
- Blood Slaughterers of Khorne:
  - o Fury of Khorne does not apply when a unit makes a Disordered Charge.
  - o An Impaler cannot fire Snap Shots and may never drag a Zooming Flyer or Swooping Monstrous Creature.
- The Heat Blast attack on a Chaos Dreadclaw/Kharybdis Assault Claw may not affect a Zooming Flyer and/or a Swooping Flying Monstrous Creature.
- Chaos Dreadnoughts of all varieties (Chaos Contemptor Dreadnoughts, Emperor's Children Sonic Dreadnoughts & Ferrum Infernus Dreadnoughts) only gain the +1A bonus to their profile if *both* their arms are equipped with a melee weapon, not just one.
- A Chaos Contemptor Dreadnought Hellfire Reactor's S2 hit on Psykers does not cause the Contemptor to Pile In at the I10 step.
- For a Ferrum Infernus Chaos Dreadnought, Wounds caused by the Host of Daemonic Iron special rule are resolved in the same Initiative step that the Dreadnought is damaged, and are allocated like close combat wounds back onto the enemy unit that caused the damage.
- The Baleful Aberration special rule allows a Hell Blade/Hell Talon to be repositioned *up to* D6+2", not necessarily the full distance rolled.
- If a Chaos Infernal Relic Achilles manages to regain a Hull Point, the benefit for having lost that Hull Point from the Fuelled by Hate special rule is also lost.

- When a destroyed Chaos Rapier Carrier explodes, determine cover saves and vehicle armor arcs from the center of the blast.
- A Giant Chaos Spawn's Sword-Spines Mutation attack does not cause the Spawn to Pile In at the I10 step of combat.
- An enemy unit locked in the same combat with a Chaos Daemon-Titan of Slaanesh (Reaver and/or Warhound) must take the required Ld at the start of the fight sub-phase even if they don't have any models actually in base contact with the titan at the time.
- Daemon Lords (An'ggrath, Scabeiathrax, etc):
  - Daemon Lords are not characters and therefore cannot be challenged nor issue a challenge.
  - While suffering from Dark Jealousy, Aetaos'rau'keres must target the closest eligible unit (Greater Daemon, Daemon Lord or 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 this shooting, 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.
  - In order to use the Staff of Cataclysm, Aetaos'rau'keres cannot fire any other shooting attacks and/or witchfire psychic powers in the same turn and may not be within 18" of a valid Dark Jealousy target. If Aetaos'rau'keres fails his Staff of Cataclysm Ld test, the opponent gets to make the attack as though Aetaos'rau'keres were his own firing model.
  - An'ggrath the Unbound's Deny the Witch rolls only succeed on a 2+ if the psychic power actually targets him.
  - Ignore the Unwieldy special rule on Scabeithrax's Nurgling Infestation attacks. These attacks are also not affected by his Smash special rule at all.
  - Non-Nurgle Daemons are affected normally by Scabeithrax's Maggotsphere special rule (must take a Toughness test at the start of his turn, etc).
  - Any enemy unit locked in the same combat with Daemon Lord Zarakynel must take the Ld test (to see if they can strike) at the start of the fight sub-phase, even if they do not have any models in base contact with her at the time.

Dark Eldar

- The Aerial Assault special rule (on the Dark Eldar Reaper/Tantalus) allows a vehicle with the rule to fire all of its weapons at full BS on a turn it moved at Combat Speed, instead of the limit of two weapons, which is normally the case for a Fast vehicle.
- Dark Eldar Tantalus:
  - 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 is resolved against the enemy vehicle's armor arc that the Tantalus was most in when it **began** its Flat Out move.

Eldar

- The cover save granted by a Shadow Spectre's Spectre Holofield lasts until the start of the unit's next turn.
- Farseer Bel-Annath's alternate force organization chart may not be used in a tournament army unless specified otherwise.
- Eldar Corsair Jetbikes *may* use their Reckless Abandon special rule as a part of Overwatch.
- The Eldar Corsair psychic power Warp Tunnel may be cast on any units that are battle brother allies with the Eldar Corsairs Faction.

Imperial (Adepta Sororitas, Astra Militarum, Imperial Knights & Inquisition)

- Replace all references in Imperial Armour books to the 'Imperial Guard' with 'Astra Militarum' and the 'Sisters of Battle' with 'Adepta Sororitas'.
- The Aquila Lander is a Fast Attack choice for an Astra Militarum or Adepta Sororitas detachment and a dedicated transport choice for an Inquisition detachment.
- For the Centaur Carrier Squadron, ignore the reference to the Gun Deployment special rule, as it does not exist.
- Cyclops Demolition Squad:
  - A Cyclops unit only ever counts as being destroyed if all its operators are killed. Destroying an individual Cyclops does not count as destroying a unit.
  - A Cyclops does not make a pile-in move at I10 when detonating.
  - Cover saves may not be taken against a Cyclops demolition charge and casualties caused to either side do count towards combat resolution.
  - Cyclops models may embark/disembark on Transport vehicles.
  - A Cyclops that has lost all of its operators or is more than 48" away from them cannot hold nor contest an objective.
- Earthshaker, Hydra & Manticore Platform Batteries:
  - Are immobile vehicles, not artillery, so they have no crew and never fall back.
  - Hydra Platform Batteries **do not have** Auto-Targeting Systems.
- Field Artillery Battery (Heavy Mortar & Heavy Quad Launcher):
  - This unit has the Gun Carriage special rule as described on page 188 of Imperial Armour Volume 1, 2nd Edition.
  - For the Heavy Quad Launcher, ignore the Shell Shock special rule, as Barrage weapons no longer cause Pinning tests.
- Hades Breaching Drill:
  - Has the Melta Cutter ranged weapon.
  - If a Hades arrives under a vehicle and just manages to wreck it, place the Hades at the arrival spot on the vehicle wreck; the Hades counts as having moved into difficult terrain.
  - If a Hades arrives under a building and this results in the building suffering a *Total Collapse*, 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 its rear armor, while the ram back against the Hades is resolved against its front armor.
  - When a Hades suffers a *Misplaced* Deep Strike mishap result, the opponent still decides where it arrives on the table, even though the Hades may have already made a ram attack against a vehicle or building.

- o When a Hades Assault Squad suffers a *Misplaced* Deep Strike mishap result the opponent still decides where that unit arrives on the table as normal, even though they normally have to arrive from the same spot as the Hades.
- If Trojan Support Vehicles are included as part of a Heavy Artillery Carriage Battery, they form a **separate** vehicle squadron that does not take up a Force Organization slot but is otherwise a Heavy Support unit. Ignore all references to them being part of the battery.
- A Manticore taken from Codex: Astra Militarum can replace its Storm Eagle Rockets with either Sky Eagle Rockets or Manticore Missiles for +0 points.
- When a destroyed Rapier Carrier explodes, determine cover saves and vehicle armor arcs from the center of the blast.
- Sentry Gun Battery (Tarantula):
  - o Uses its listed Toughness of 6, not Toughness 7 as is normally the case for gun models.
  - o The firing mode for each Sentry Gun must be declared when the unit is deployed.
  - o Note that the Targeting rule **can** force a Sentry Gun battery armed with differing weaponry to fire at more than one target unit.
- Trojan Support Vehicles have the Artillery Tractor special rule as detailed on page 76 of Imperial Armour Volume 1, 2nd Edition; replace any references of 'Centaur' with 'Trojan'.
- Valkyrie Sky Talon Transport:
  - o If a Sky Talon is destroyed while zooming, vehicles being transported aboard take a S10 hit against their rear armor. If the Sky Talon was hovering when destroyed, they suffer a S4 hit instead.
  - o 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.
- Ignore Captain Maximillian Weisemann's Hardened Crew special rule, as it is redundant.
- For the Dominus Armoured Siege Bombard: the first (upper) profile listed on page 268 of Imperial Armour Volume 1, 2nd Edition for its Dominus Triple Bombard is the 'Mobile' profile, while the second (lower) one is the 'Static' profile.
- Cerastus Knights:
  - o You may not include more of any one type of Imperial Armour Cerastus Knight (e.g. Archeron, Castigator, etc.) in your *entire army*, including those taken as a Lord of War choice, than you have other type of Imperial Knight in your *entire army*. That means, for example:
    - An army could include a Knight Detachment comprised of 3 Cerastus Knight-Acherons, as well as 1 Cerastus Knight-Acheron included as a Lord of War.
    - An army could include a Knight Detachment comprised of 2 Knight Paladins and 1 Cerastus Knight-Acheron, as well as another Cerastus Knight-Acheron as a Lord of War.
    - An army could include just a Knight Detachment comprised of 1 Cerastus Knight-Acheron, 1 Cerastus Knight-Castigator and 1 Cerastus Knight-Lancer.
- Colonel Snake Stranski:
  - o Use the fire point rules in Codex: Astra Militarum for his Chimera. Stranski can fire out of his Chimera's turret cupola in addition to the normal Chimera fire points.
  - o Ignore his *Mechanized Infantry* Warlord Trait, as it is redundant.
- General Myndoras Odon:
  - o Ignore the Supreme Commander special rule. Instead, he has the Voice of Command & Senior Officer special rules from Codex: Astra Militarum, and can issue up to 3 orders per turn up to a range of 24".

- o The Careful Planner special rule counts as Odon's Warlord Trait when he is chosen as Warlord.
    - o Replace his squad's 'Regimental Banner' with a 'Regimental Standard' from Codex: Astra Militarum.
- Inquisitor Lord Hector Rex:
    - o Is a HQ choice for Codex: Inquisition, not Codex: Grey Knights.
    - o Rules for his Psybolt Ammunition and Psyk-Out Grenades can be found in Codex: Inquisition.
    - o Ignore the listed psychic powers. Instead, generate powers normally from the Daemonology (Sanctic), Divination, Pyromancy, Telekinesis and Telepathy disciplines.
    - o Ignore the reference to Rex's retinue being from Codex: Grey Knights. Instead, if desired, he may take an Inquisitorial Henchman Warband from Codex: Inquisition.
- Ordos Xenos Inquisitor Solomon Lok is only a HQ choice for Codex: Inquisition, not for Codex: Grey Knights.

Necrons

- For any Imperial Armour Necron Wargear that has the exact same name as found in Codex: Necrons (such as the Gloom Prism), always use the rules for that gear from Codex: Necrons.
- A Canoptek Tomb Sentinel's Exile Cannon only causes hits to a unit equal to the number of models **from that particular unit** that are under its blast.
- Sentry Pylon:
    - o The portion of the Canoptek Artillery special rule forcing enemies to consolidate after each round of combat is ignored while an Independent Character is joined to a Sentry Pylon unit.
    - o When more than one model with a Focussed Death Ray fires, draw **only a single line for the entire unit**, with range and line of sight measured from any one of the Death Ray models (of the firing player's choice). Then multiply the standard number of hits inflicted on each unit by the Death Ray by the number of models firing a Death Ray.
    - o The line drawn for the Focussed Death Ray may not cross over units locked in close combat.
    - o A Focussed Death Ray only causes two hits to a unit for the number of models **from that particular unit** that are under its line.
    - o A Focussed Death Ray follows the normal rules for casualty removal, and therefore cannot cause casualties on models entirely out of its line of sight. Similarly, vehicles entirely out of its line of sight cannot be damaged by it either.
- Tesseract Ark:
    - o A Seismic Lash only causes a number of hits to a unit equal to the number of models **from that particular unit** that are under its line.
    - o A Seismic Lash follows the normal rules for casualty removal, and therefore cannot cause casualties on models entirely out of its line of sight. Similarly, vehicles entirely out of its line of sight cannot be damaged by it either.
- Replace the Gauss Pylon's Special Deployment special rule in its entirety with the following: A Gauss Pylon never scatters when Deep Striking, but otherwise suffers Deep Strike mishaps normally.

REFERENCE MATERIALS

- Games Workshop Errata and FAQ
- Imperial Armour Reference Materials
- AdeptiCon 2017 Event Rules and Resources

Orks

- Note that the Ork Dread Mob Army List Update PDF contains updated weapon profiles for some Ork weapons found in Imperial Armour Volume 8.
- Replace all references of 'Armour Plates' with 'Extra Armour' for all Imperial Armour Ork units.
- Big-Zzappas have the Zzap special rule for all Imperial Armour Ork units.
- 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.
- Always utilize the Kustom Force Field and Ramshackle rules as printed in Codex: Orks, not as they are found in the Imperial Armour books for all Imperial Armour Ork units.
- Big/Gargantuan Squiggoth:
  - 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. If the Squiggoth moved more than 6" total that turn (including running) before the embarked unit fires, 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 enemies 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.
- 1-3 Big Trakks can be taken as a single Heavy Support choice in an Orks detachment. Use the unit entry for the Big Trakk found in the Ork Dread Mob Army List Update PDF.
- A Flakk Trakk comes equipped with Flakka-Gunz as well as its 2 Big Shootas.
- The Go, Go, Go! special rule (for Flakk Trakks & Flakk Trukks) applies if their target is a Flying Monstrous Creature, and not just a Flyer.
- Ignore the text for the Fighta-Bommer's Grot-Guided special rule. Instead, that special rule allows the weapon to re-roll its scatter dice for determining where its blast marker lands.
- Grot Tank Battle Mobs & Grot Mega-Tank:
  - The random distance rolled for their movement represents the maximum amount they can be moved, not the distance they *have* to be moved.
  - For the Grot Mega-Tank, ignore the last sentence of the Full Speed Ahead! special rule. Instead, a Grot Mega-Tank that opts to move Flat Out moves up to D6", instead of up to 6".
- If a Gun Wagon takes the 'Ard Case upgrade, then it has 3 Access Points and 2 Fire Points, the locations of which can be modeled as desired.
- For the Kustom Meka-Dread's Fixin Klaws, ignore the final portion of the rule in parenthesis that says the Rage special rule has: 'already been included in the Meka-Dread's profile'.
- If a Lifta Wagon rolls a *Flyin'* result on the Jury-rigged Lifta-droppa Mishap table, then roll again (not on the Mishap table) to see what effect is resolved against the Lifta Wagon, re-rolling any further '1's that are rolled.
- Treat a Mekboy Junka's Junka Force Field Generator as a Kustom Force Field.
- If a Jam is rolled for a Warkopta's Rattler Cannon, the weapon is immediately destroyed without firing any shots that round.
- For the Kill Krusha, Kill Bursta and Kill Blasta: replace the 'Super-Charged Engines' special rule with the 'Overdrive' special rule.

- Mek Boss Buzzgob:
  - Has the Ere We Go! special rule.
  - He cannot take a Big Mek Stompa for the reduced price listed in his profile.
  - Ignore his Warlord Trait, as it is redundant.
- Zhadsnark Da Rippa:
  - Has the Ere We Go! special rule.
  - Ignore his Exhaust Cloud special rule. Instead, if he Turbo-Boosts, he counts his cover save as being 1 point higher than normal until the start of his next turn.
  - He may not perform a Tank Shock while joined to a friendly unit.

Space Marines (all chapters)

- Models with the Carcharodons Chapter Tactics only gain the Rage special rule when causing an enemy infantry unit to fall back from combat, not from shooting or by any other method.
- Any Space Marine with Void Hardened Armour is treated as having regular power armor in standard tournament games where the Cold Void rules are not in effect.
- A Keeper of Relics (page 243 of Imperial Armour Volume 2) for a Blood Angels detachment is a Chaplain (not a Reclusiarch), and for a Space Wolves detachment it is a Rune Priest (ignore the requirement of 'the Saga of the Beast Slayer').
- A Caestus Assault Ram's Teleport Homer can be used to aid allied teleporting units, but cannot be utilized the same turn the Caestus arrives from Reserve.
- A Contemptor Pattern Dreadnought only gains the +1A bonus to its profile if **both** its arms are equipped with a melee weapon.
- Damocles Command Rhino:
  - Its Teleport Homer can be used to aid allied teleporting units, but cannot be utilized the same turn the Damocles arrives from Reserve.
  - For its Command Vox Relay, decide which Reserve roll modifier to apply (if any) after each Reserve roll is made.
- When firing a Deathstorm Drop Pod's Whirlwind Launcher, nominate a target within 12" and roll a D3 to see how many whirlwind shots are fired at it. Then declare which type(s) of whirlwind blast (vengeance or incendiary castellan) are being used for each shot fired, resolving them as a multiple barrage if more than one shot is being fired. After that, nominate another target within 12" and repeat until all units within 12" have been targeted.
- Ignore the entire Grey Knights MK IV Doomglaive Pattern Dreadnought unit entry on page 215 of Imperial Armour Volume 2, 2nd Edition. Instead, a Grey Knights Dreadnought with the Venerable Dreadnought upgrade may replace all of its weapons with a Psycannon and Doomglaive with built-in Incinerator for +15 points. A Doomglaive is a Dreadnought Close Combat Weapon with the Force and Daemonbane special rules.
- Ignore the entire Grey Knights Vortimer Pattern Razorback unit entry on page 212 of Imperial Armour Volume 2, 2nd Edition. Instead, a Grey Knights Razorback may upgrade its Twin-Linked Heavy Bolter to a Twin-Linked Psycannon for +25 points.
- Land Speeder Tempests in the same squadron must always make the same choice as to whether or not to use their Afterburners special rule.
- A Dreadnought arriving in a Lucius Drop Pod does can elect to remain embarked upon the pod if desired. If it does so, it cannot be targeted while embarked as normal.
- When a Template weapon hits a Lucius Drop Pod with a Dreadnought embarked upon it, the D6 No Escape hits inflicted on the Dreadnought are resolved against its rear armor.

- A Mortis Dreadnought (both the Contemptor-Mortis & the Mark V Mortis) needs to remain stationary in its *own* movement phase in order to gain the Skyfire & Interceptor special rules.
- When a destroyed Space Marine Rapier Carrier explodes, determine cover saves and vehicle armor arcs from the center of the blast.
- Space Wolves Contemptor Pattern Dreadnought:
  - Ignore the option to take a Wolf Tail Talisman and Wolftooth Necklace, as they no longer exist.
  - The last part of each Night Saga (after the semicolon) is a completely optional goal for the Dreadnought. There is no penalty if this goal is not achieved.
- Tarantula Sentry Gun Battery:
  - Uses its listed Toughness of 6, not Toughness 7 as is normally the case for gun models.
  - The firing mode for each Sentry Gun must be declared when the unit is deployed.
  - Note that the Targeting rule **can** force a Sentry Gun battery armed with differing weaponry to fire at more than one target unit.
- If Ahazra Redth re-rolls a failed psychic test using his Talisman of Sundered Souls, all the dice must be re-rolled (even the successful ones).
- Ignore Armenneus Valthex's Master of Machines special rule, as it is redundant.
- Cover saves may not be taken against Bray'ath Ashmantle's Burning Wrath attacks.
- Ignore Captain Mordaci Blaylock's Terminator Attack special rule, as it is redundant.
- The target of Captain Pellas Mir'san's Master Duelist special rule is declared at the start of the fight sub-phase, after any potential challenge has been accepted or refused.
- Captain Silas Alberec:
  - The special Deny the Witch test against Force weapons granted by his Hexagrammic Wards special rule is just a standard Deny the Witch test, but with successes being rolls of 4+.
  - When using the Soul-Seared Champions special rule to re-roll failed Deny the Witch tests, all the dice must be re-rolled (even the successful ones).
- Ignore Chaplain Dreadnought Titus' *Immovable Object* Warlord Trait, as it is redundant.
- If Hecaton Aiakos elects to use his special Groundstrike attack, he Piles In at the I1 step before making it.
- Knight-Captain Elam Courbray:
  - When attacking with Excellus, Courbray counts has having the Smash universal special rule as found in the main rulebook. This means Excellus is always AP2 and he can also elect to make a single double-Strength attack with it instead of making his normal attacks.
  - 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.
- Models wounded by Lias Issodon's Infiltrate, Isolate and Destroy special rule 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 cause a morale check.
- When Lord High Commander Carab Culln is attacking with his Blade of the Scorpion, he counts as having the Smash special universal special rule as found in the main rulebook. This the Blade of the Scorpion is always AP2 and he can also elect to make a single double-Strength attack with it instead of making his normal attacks.
- While Lugft Huron is laid down on his side due to the Shadowed Fate special rule, he cannot be charged or otherwise affect the game. If he stands back up, he cannot be placed into base contact with an enemy model.
- Activating Magister Sevrin Loth's Armor of Selket does not require a psychic test and it cannot be nullified.

- Harath Shen's Sacred Trust special rule is **only** used in a mission where *every* unit destroyed generates a victory point, such as with the Purge the Alien mission.
- Shadow Captain Korvydae has the Chapter Tactics (Raven Guard) special rule and his Raiding Tactics special rule only applies to the detachment he is part of.
- Tyberos the Red Wake must declare how he will split his combat attacks between his two melee weapons (Hunger & Slake) at the start of the fight sub-phase, after any potential challenge has already been accepted or refused.
- Vigilator-Sergeant Hamath Kraatos:
  - Kraatos has the Chapter Tactics (Minotaurs) special rule and may only be taken as an upgrade for a Devastator 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 being Strength 4.
- Wolf Lord Bran Redmaw:
  - For his wargear, ignore the Wolftooth Necklace and replace 'Rune Armour' with 'Runic Armour'.
  - The Axe Langvast is a Power Axe with the Shred special rule.
  - In the Patient Killers special rule, ignore the reference to the Behind Enemy Lines special rule.
  - Only roll to see if Bran Redmaw succumbs to the curse on a turn where he starts on the table (i.e. not while 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 having left the unit (although he may rejoin it later).
  - The Redmaw's unit type is Monstrous Creature, not Infantry; this means he also has all the special rules that monstrous creatures naturally have.

Tau

- The XV84 Crisis Battlesuit's Networked Markerlight & Target Lock do not use up any of the model's normal ability to select weapons and/or support systems.
- XV9 Hazard Close Support Team:
  - An Ethereal's Storm of Fire special rule does affect a Pulse Submunitions Rifle.
  - Each Hazard Shas'yr may select a different Additional System if desired.
- Tau Battlesuit Commander R'Alai:
  - An Ethereal's Storm of Fire special rule **does not** affect R'alai's pulse submunitions rifle when firing any experimental ammunition type.
  - Check range for the Eclipse Shield Generator once per enemy unit firing at R'Alai (not separately for each firing model).
- Sensor Tower Grid:
  - Each of the Sensor Towers taken as part of a Sensor Tower Grid are independent of each other and fire separately.
  - Each Sensor Tower is attacked/affected by special rules, etc, exactly like an individual Gun Emplacement.

Tyranids

- When a Harridan is killed with a Gargoyle Brood embarked, any survivors must be placed at least partially within the footprint of where the Harridan's body and/or base was (not including its wings). Any that can't be placed are removed as a casualty.
- Hierophant Bio-Titan:
  - 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, this **does** count as firing through the gaps of an intervening unit.
  - A Hierophant **does** get +1A bonus in combat for wielding two pairs of melee weapons (a pair of Lash Whips and a pair of Scything Talons).
  - Cover saves cannot be taken against the large blast caused by Incendiary Ichor.
  - When the Hierophant is killed, any embarked unit aboard its Swarm Incubation Chamber disembarks exactly like a wrecked Transport vehicle.
  - The Spore Mine Swarm Spitter does **not** create any Spore Mine Clusters if it completely misses its target(s).

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