



# 40K ETC 2013 RULES CLARIFICATIONS V 1.0

For more information about the ETC tournament please refer to :

➤ <http://warhammer.org.uk/phpBB/viewforum.php?f=33>

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# 1 GENERAL CLARIFICATIONS

## 1. In Game

1.1 Players are required to give full disclosure of their army list to their opponents, including weapons, wargear, special rules and the contents of any transport vehicles.

1.2 Rules issues troubleshooting guidelines: ETC Clarifications > English GW Official FAQs > English Codex > English Main Rulebook. Beware that clarifications are often relating to specific gaming situations, wargear, abilities or units, and will more often than not interact with other rules. Beware of specific gaming situations, wargear, abilities or units governed by special rules, which are not legitimately applied to others, being exceptions to the standard rules. Any GW document published after list submission date will not be used at ETC.

1.3 Unless specified otherwise, army specific special rules do not affect an opponent's army, especially in the case of two players using the same type of army.

1.4 Actions that happen at the "start of the turn" take place at the beginning of the movement phase; there is no pre-movement phase. All events or actions that occur at the start of the turn/movement phase must be performed before any voluntary movement/actions are taken by the player. Beyond that restriction, a player is allowed to perform all "start of the turn/movement phase" actions in any order he wishes, unless specified otherwise. In case two players have one action to perform at the beginning of the turn, roll off to see who goes first before any other "start of the turn" actions. If a model in Reserve has an ability that occurs at the start of the turn it can't arrive from Reserves and utilize that ability in the same turn.

1.5 The army list must state which model is the army's warlord.

1.6 **Nota bene** : this is meant to be a repeat of the ETC mission pack to which players must refer first for all things related to rounds and missions.

To start a game, use the following order :

- 1) Roll off and deploy objectives
- 2) chose sides
- 3) deploy fortifications
- 4) Warlord Trait p111 "at the start of the game" and p121 " Once the battlefield has been set up, it is time to determine traits and deploy armies for battle."
- 5) Psychic Powers p418 "Before either player deploys their army, you must generate...".
- 6) Roll to know who deploy first (player A)
- 7) Night fight roll p124 "before deployment"
- 8 ) A deploys
- 9) B deploys
- 10) Infiltrates p38 "are deploy last"
- 11) Scout moves p41 "after both side have deployed (including infiltrators), but before first player turn"
- 12) Seize initiative p122 "before beginning of the first turn".

1.7 A unit can shoot and/or assault a non vehicle

unit it cannot wound.

1.8 Unless specified otherwise, special rules, special abilities or psychic powers that are not specifically restricted to units from a codex can apply indistinctly to allied or primary detachments, as long as its effect is at the unit level.

When special abilities or rules would only interact with specific model within a targeted unit, only those specific models are subject to, or will grant the benefit of its effects. For Instance, a Daemon Prince with Hatred: Space Marines hitting an IG character attached to a Space Marine Squad in a challenge would not re-roll ones, while he would if he were just hitting the unit as a whole. Reversely, if the DP was targeting an IG unit with an attached SM character, he would not benefit from the hatred special rule unless if he was in a challenge with the SM character.

1.9 The best available save (p19) is to be chosen based on the value of the save available, and not taking into account the effects of special rules that can affect the probability of this save (for instance re-rolls are ignored).

1.10 The player can choose the order of upgrades on the same model when building their armylist. An example : in a Dark Angel command squad, a Veteran takes a banner and is upgraded afterwards to Company Champion, replacing their chainsword with a blade of Caliban and a combat shield".

## 2. Models

2.1 Models are expected to be WYSIWYG (What you see is what you get). There's will be a margin of tolerance for non-weapon wargear. Units **and detachments** must be differentiated by any visible means (squad markings, weapons, shoulder pads, helmet colours...) or preferably a combination of such means. **Using differentiating colour marks on the side of the base provides a default objective criteria for referee decision in differentiating units and detachments.** Referee will ask non-compliant models to be removed from the table upon inspection or opponent's request.

2.2 Players may only convert their models for aesthetic purposes. Any players, in the opinion of the Tournament organizers/judges that have converted their models specifically to gain a gameplay advantage may be penalized up to, and including ejection from the tournament.

2.3 Players may only alter their models during the game for aesthetic purposes. For all aspects of gameplay a model must remain the same dimensions for the entirety of the game, with the exception of skimmer flying bases (see rulebook p83).

2.4 In case of ruling required where the size of the model must be taken into account, the size dimensions of the latest range of citadel warhammer 40000 miniatures models will be used. Players using converted, old or alternate models are expected to be able to provide the model from



the latest range upon referee or opponent's request.

2.5 True Measure of Distances - Measuring distances must sometimes be done in 3 dimensions, especially in the case of models placed in terrain sporting several levels, or vehicles hulls which have vertical parts. Measure the distance from base and hull to base and hull, holding your tape measure at an angle as necessary. When measuring so, any part of the body of a based model is also taken into account. For 'body' we mean a model's head, torso, legs and arms, but not overly outstretched or oversized parts of the models like wings, tails, weapons, backpacks, banners, etc. This rule is intended to ensure that models don't get penalized or advantaged for having impressive standards, blades, guns, majestic wings, etc.

2.6 True Measure of Distances - Using True Measure of Distances to check for the usual 1" space required between models, it is allowed to leave models standing below others (or move them below others).

2.7 Bases - Model bases reference sizes are:

-25mm: Infantry and jump infantry  
- Tau drones and Tyranid gargoyles must be based 20m high at minimum.

-40mm: Beasts and cavalry, bikes and jet bikes, swarms, Terminators, Obliterators, Mega-armor, Exo-armor (except Stealth Suits). Jet bikes must be based 20mm high at minimum. Bikes, jet bikes, beasts and cavalry can also use the new "bike bases" with round edges.

-60mm: Monstrous Creatures, artillery or heavy weapons teams or Tau broadsides, walkers, skimmers, trikes. Skimmers must be based 30mm high at minimum.

-Large oval base (Flyers bases): Valkyrie, Vendetta, Stormraven, Tervigon, Trygon, Mawlock, Tyrannofex, Flyers, Dreadknight, Riptide.

-Independent characters must be based on the type of base from the corresponding unit reference base.

2.8 When a model has a Power or Force weapon the chosen type must be specified on the army list. If not, it'll be count as sword.

### 3. Missions

3.1 Where a codex entry allows you to take a number of units/models as one choice (for example 2 Sanguinary Priests taken as one elite choice), these units operate and count as separate units in all respects.

3.2 Objective markers (including the Relic counter) are considered 15mm high as far as measuring distances in 3 dimensions is concerned. To measure distance to the objective, measure distance to the closest part of the marker. Objectives can be positioned at all levels of a ruin. Objective markers of any size and shape can be used as long as both opponents agree on it. As an indication the official GW marker size (in yellow greenish fluorescent plastic) is a disc with a 18mm diameter. If opponents do not agree on a marker size/shape the referee will default to official markers, or if not available, to 25mm round bases counting as markers.

3.3 If the game has to be stopped before turn 4 be-

cause of time out or referee decision, units still in 'classic' reserve (not ongoing reserve) do not count as destroyed for KP and VP calculation purpose.

Otherwise units that are not on the table at the end of the game or ongoing reserve automatically count as being destroyed for Kill Point & Victory points purposes.

3.4 When considering victory point for a vehicle squadron unit, consider hull points of each vehicle separately.

3.5 Swarms and units that cannot claim objectives never score objectives in Heavy metal or Fast recon but they do give up one additional victory point for those objectives.

3.6 If the unit carrying the relic has to go in 'ongoing reserve' the relic is immediately dropped.

3.7 An IC carrying the relic joined to a unit can leave it without dropping the relic. He can remain on his own with it, or join any scoring or non scoring unit.

3.8 Unless a unit with the Relic is embarked upon or embarking in a vehicle that moved no more than 6' or into a building, or has been passed on to another model, the relic cannot move more than 6' in a given phase (if forced, the relic is automatically dropped) or go back into reserves, otherwise it is automatically dropped at the location where it started that turn. Once a model picked up the relic, the relic counter is to be placed on/near its base to remember he is the carrier and first he must drop it before someone else picks it up. The relic counter cannot be picked up other than in the movement phase, and is not impassable.

3.9 A unit carrying the relic, or any of its models individually, cannot elect to run in the shooting phase.

### 4. Deployment

4.1 When deploying forces, units can be deployed into impassable terrain only if it has a special rule allowing it to do so or if it would be allowed to move there during the game (such as a skimmer on top of an impassable building).

4.2 A unit may only utilize Deep Strike if all models in the unit have the ability.

4.3 Right after deployment, proceed to scout and only then "seize initiative".

4.4 If a unit is prevented from moving fully onto the board when arriving from reserves because of other units already there, it is not place on the table and considered destroyed. Units which can fly/jump over enemy units (Skimmers, Jump/Jet Pack Infantry, Jet Bikes etc.) may enter the board from Reserves through a board edge otherwise blocked by enemy units.

4.5 When deploying a misplaced deepstriking unit, the opponent can choose the orientation of the models as well as the flight mode if applicable.

4.6 When placing drop pods in reserve, players may still choose to normally deploy the models that bought the dedicated transport.

4.7 Allies of Convenience are scoring units for the purchasing player, provided they meet all requirements to be a scoring unit.



## 5. Morale

5.1 It can happen that a unit has to make multiple fall back moves in the same player turn or phase.

5.2 If a unit on an upper level of a ruin Falls Back, but doesn't roll enough distance to move vertically down a level (double 1's), the unit isn't automatically "Trapped" unless it is actually completely surrounded by enemy units and/or impassable terrain.

## 6. Characters

6.1 When an Independent Character is part of a unit, and that unit is wiped out by shooting or close combat, the character still does take Morale and Pinning tests as if he was part of the unit.

6.2 An Independent Character can be deployed joined to a unit inside their transport vehicle with them, provided he would be allowed to embark onto the vehicle during the game.

6.3 Independent Characters can only join embarked units by embarking themselves in the same transport as said unit.

6.4 A unit with an allied Independent Character attached cannot embark or begin the game embarked upon a transport vehicle.

6.5 Units that don't always necessarily consist of one model (Carnifex, Riptide, Paladin) can be joined by IC's.

6.6 An Independent Character with the Infiltrate special rule can confer the ability to a unit it/he/she joins prior to deploying the unit. Please note that an Independent Character without the Infiltrate special rule still cannot join said unit under those circumstances.

## 7. Bikes, jetbikes and jetpacks

7.1 A Jet Pack model can disembark from an enclosed vehicle and still move 2d6" in the Assault phase provided it doesn't actually declare an assault.

## 8. Special Rules

8.1 When a unit making a Hit & Run move encounters an obstacle it cannot normally move through, including the edge of the board, it stops moving instead. Remember that jet pack and jet bikes units can move over all other models and all terrain freely, and so can jump units as long as they did not already use their jump packs this turn.

8.2 When special rules or wargear allowing or forcing to reroll failed rolls oppose each other, they cancel each other for the type of rolls concerned. For example, Eldar Fortune or Daemon Oracle of Eternity vs Divination Misfortune (for any saving throws) or Space Marines Null Zone (for invulnerable saves). Some other examples : Yarrick force field vs Eldar Malediction, Coteaz Spy Network in mirror matches.

8.3 When allocating template wounds to a unit composed of both swarm models and regular infantry models, use the mixed save allocation procedure and increment the wound pool by one for each unsaved wound suffered by a swarm model. Instant kill is calculated comparing the toughness of the model who actually suffers the allocated wound on a model by model basis.

8.4 When deep-striking unit with oval bases, remember that you must still maximise the number of models in each circle.

8.5 In vector strikes, the FMC does not need LOS to the affected unit, the strike is not restricted by ground levels and the models of the affected unit are determined randomly.

## 9. Psychic Powers

9.1 Choosing rulebook psychic powers applies before each game and does not have to be written on the army list.

9.2 Maledictions with the same name from different sources/casters do stack

9.3 Focussed witchfire, if successfully cast in the case of one model unit, will affect that model regardless of the result of the roll specified in the rulebook.

9.4 A model affected by Puppet Master immediately makes a shooting attack with its full complement of weapons, but the model in question is still restricted by the limitations that apply for his unit type, or during a shooting phase. As such, multiple successful puppet master attempts won't have any effect beyond the first when casted on the same unit.

9.5 Puppet master has no effect on gun emplacement, but a gun emplacement can be used by a model affected by puppet master under the normal conditions.

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## **2 MOVEMENT**

### 1. Reserves and moving Reserves

1.1 "Forgetting" reserve rolls.

In order to clarify how reserve rolls are managed in their games, players should agree on a simple way to record what units are in reserves and if they were rolled for or not. You can use dice placed next to a unit on your army tray, or mark it down and update every turn.

If you or your opponent did forget to rule for reserves, please follow those directions.

1/ If both players agree, proceed to reserve rolls right away taking into account

the position on board at the time when reserves should have arrived.

2/ If this is not the first time in the game that a reserve roll was forgotten by the same player, do try 1/ again, but IN ANY CASE do notify a referee: we will keep track of potential offenders. Players being reported several times for this will be penalized. We won't be able to do this if you don't report potential offenders. It's never a bad thing to report that kind of issues because it can save you from possible frustration, but also other players.

3/ If two players disagree on the fact that reserves were rolled or not ,call a referee who will have to





roll a 4+ to determine if reserves must be rolled for or not. If the die decides that reserves must not be rolled for, "forgotten" unit is considered destroyed in game like any regular casualty. Both players will then be put on the referee watch list and will be eligible to penalties if they are involved in the same situation later in the tournament.

1.2 Teleport homers and similar items (chaos or demons icons, locator beacons...) have to be present on the table at the beginning of the turn in order to be used. As such, only items present on the table at the end of the preceding turn can be used at the beginning of a turn.

1.3 If a unit is prevented from moving fully onto the board when arriving from reserves because of other units already there or impassable terrain, it is not placed on the table and considered destroyed. Units which can fly/jump over enemy units (Skimmers, Jump/Jet Pack Infantry, Jet Bikes etc.) may enter the board from Reserves through a board edge otherwise blocked by enemy units.

1.4 Drop pods from all army detachments are pooled together for determining which 50% arrives via the drop pod assault rule (at the players discretion).

1.5 FMC cannot change facing after deepstriking scatter in the turn it arrived.

1.6 When using the Intercept special rule, adhere to all the rules that apply during the shooting phase for determining how many weapons a unit can shoot, and how to proceed with the sequence for intercepting (pick unit, pick weapon, shoot target, work out damage if any, pick next unit, ...)

## 2. Difficult and Dangerous terrain

2.1 When models suffer wounds from dangerous terrain test, you must allocate these wound to the models which failed the dangerous terrain test, so roll for each model individually.

## **3 SHOOTING**

### 1. Range

1.1 A template weapon can't fire if the target unit is not in range of the template.

1.2 Blast weapons can be placed partially off table as long as the centre of the blast is above the table.

1.3 In terms of wound allocation, the firing range of a unit is determined by the maximum range of the weapons selected for use in this phase, regardless if the weapon was actually fired or not in that shooting phase. Bear in mind that if the model cannot use more than one weapon, it cannot select one weapon to be used and fire another.

1.4 A unit can shoot a non vehicle unit it cannot wound.

### 2. Cover

2.1 Every unit which is not a Flyer gets a 5+ cover save if LOS to it goes through or crosses over a forest base. Feel free to move aside trees getting in the way during games.

2.2 Techmarines can bolster defences of a ruin (or in case of a Dark Angel techmarine any terrain feature) as long as more than

2.2 The default distance between two levels of a ruin is 3" unless players agree otherwise.

2.3 As long as there is no impassable involved, a model can end its movement anywhere on the board where his movement allows him to go. This applies to tanks finishing their movement 'in the middle of a wall'. Just refer to wobbly model syndrome p11.

### 3. Other

3.1 Falling Back - If a unit has a special move outside its movement phase (such as models with jetpack, eldar warp spiders, etc), they can use it while falling back, provided they do so in the same direction as the fall back move.

3.2 When Using "long" or "oval" cavalry/bikes/monstrous creatures bases, it is not allowed to pivot the base on the spot to gain additional movement like vehicles without base would. In assault, it is not allowed to move them laterally in order to facilitate combi-charges : measure movements from initial position, and then do orientate the base so that the smaller side of the base is touching an enemy model.

3.3 FMC can leave combat airspace with a run move. FMC are considered to be leaving the table as soon as they touch a table edge and have remaining movement.

3.4 Units performing a run, turbo-boost, flat-out, Eldar jetbike or jet-pack assault move follow all the rules for movement and are to be considered as a movement unless specified otherwise. This means amongst other things that vehicles can turn before and during this move, and that bikes or jetbikes do not have to make that move in a straight line. This also applies to Daemon Screamer's special attacks.

3.5 When an artillery unit gets tank-shocked, an artillery crewman in the path of the tank can use a gun model that wasn't tank shocked to perform a Death or Glory attack.

half of the piece of terrain is inside the owning player deployment zone.

~~2.3 Cover saves apply versus Vector Strike or Screamer sweep attacks, take into account the starting location to determine the cover save.~~

2.4 If a model performing a "look out sir" is in cover, he gets the benefits of cover even though the model he is looking out for is not in cover and regardless of any focused fire limitations.

2.5 When determining cover saves, portions of the target that are not within the LOS angle of a vehicle weapons are ignored.

2.6 Units going to ground in area terrain in a ruin get a 3+ cover save

2.7 Flying monstrous creatures gain cover saves in the same way as monstrous creatures.

### 3. Line of Sight

3.2 When LOS vertical angles are concerned, consider that guns can swivel by 22,5° up or by 22,5° down.

3.3 When checking for LOS for another purpose than shooting, models involved are considered to



be able to orientate freely in any direction (with the exception of immobilised vehicles).

3.4 Seing the base is not enough to have LOS on a model. For cavalry, bike and jetbike models, targetable parts include: bike body, mount head, mount body or mount legs. For jump infantry, targetable parts include the jump pack for all the parts not modelled as wings.

~~3.4 Models completely out of LoS of the firing unit can be hit by a blast template and add wounds to the wound pool for the shooting attack. However, models completely out of LoS cannot have unsaved wounds allocated to them, and so cannot be removed as a casualties.~~

3.5 Template weapons with the Torrent special rule must still abide by all relevant targeting and casualty removal rules of a template weapon (e.g. the firer must have LoS to the first model hit by the template).

## 4 ASSAULT

### 1. Moving Assaulting units & piling in

~~1.1 The first model to move in an assault cannot take a longer path to avoid making a difficult or dangerous terrain test. When assaulting units partially in cover the assaulting player must still try to engage as many models as possible. When the first assaulting model does not enter difficult terrain but other unit members may have to do so in order to engage the enemy, the owning player must declare whether he is going to attempt to engage models in cover or not.~~

~~If he is attempting to charge models in cover, his unit must take a difficult terrain check.~~

~~If he is attempting not to charge models in cover, proceed to move the models in order to check that the assault rules will not force any charging models to go through terrain. Carefully mark the models positions before moving them if there is a risk that a terrain check will intervene later. If the latest happens, the charging player must then take a difficult terrain check and apply the result to the charging unit as a whole (meaning some models may have to move back, or the charge can be cancelled).~~

1.2 Charging models that roll enough distance to reach enemies behind difficult terrain are assumed to be in "base contact" even if a piece of terrain prevents them from actually touching bases.

1.3 After a multiple combat, if a unit has absolutely no way of engaging the enemy even after both sides' pile-in moves, that unit is considered no longer locked in combat and may make a consolidation move instead.

1.4 On p21, third bullet point, replace the second sentence by : "If this is impossible, it must simply stay in coherency" by "If this is impossible, it must simply try to move its full assault or pile in react move to its maximum towards the nearest engaged friendly model and stay in coherency".

### 4. Other

4.1 Night fight only applies to shooting or psychic shooting attacks that require a target. For instance it does not apply to Nova psychic powers or IG orders.

4.2 You can't run part of a unit while turbo boosting the other.

4.3 Special rules or abilities that automatically affect enemy units and are not strictly speaking a weapon or an attack (e.g. Tesla Arc, Objuration Mechanicum psychic power, Malantai's spirit leech or Njal's Lord of Tempests special rules) do affect Zooming Flyers and Swooping Flying Monstrous Creatures.

4.5 A bombing run is treated as a barrage weapon for wounds allocation, casualties' removal and cover saves.

4.6 Artillery can NEVER fire snapshots.

1.5 Pile in applied to units stretched out on the board can result in those units losing overall unit coherency, because for the models who move, coherency applies only towards other models that have moved, while some other models from the same unit may be stuck engaged in base to base out of coherency.

1.6 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.

1.7 If a unit chooses to make a Consolidation move all models in the unit must end the movement 1" away from all enemy models. This means that if a unit chooses to make a Consolidation move it must end the move 1" away from all enemy vehicles, including those it may have just attacked in close combat.

### 2. Other

2.1 it is never possible for a single model of any kind to perform a multiple assault.

2.2 Models dying to dangerous terrain checks when charging are not taken into account for combat result calculation.

2.3 A model with the Look out Sir! ability cannot re-allocate a wound to a model engaged in a challenge.

2.4 A model locked in a challenge is still considered an engaged model for other models within 2. They may therefore strike through the challenger/challenge.

2.5 Damage or wounds caused by overwatch follow the normal rules for wound allocation unless otherwise stated (so Wall Of Death cannot remove models that are out of LOS for instance even though it's an automatic D3 hits)

2.6 A character who has refused a challenge can have wounds allocated to him normally following the wound allocation rules.



## 5 VEHICLES

### 1. Vehicles Movement

1.1 Turning on the spot is fully part of vehicle movement rules (p57) and it is perfectly legal for a vehicle to "gain" some movement as compared to former movement habits in the preceding edition. When arriving from reserves, a vehicle can pivot as usual even when not entirely present on the table.

1.2 A vehicle is not able to move laterally: it must pivot and then move forward and backward. Beware you cannot normally pivot above other models if you're not a skimmer or a vehicle in tank-shock mode .

1.3 If a vehicle is immobilised during its movement, the actual distance moved (as opposed to the distance initially declared) is used to determine the speed of the vehicle for firing vehicle weapons or passenger weapons. **Vehicles that are automatically immobilised upon arrival on the table do not loose a hullpoint.**

1.4 If a vehicle either is at least partially inside difficult terrain and wants to pivot or wants to pivot into difficult terrain, it must pass a dangerous terrain test.

1.5 Skimmers can land on the last level of a ruin as long as they can be placed there along with their base.

1.6 If a vehicle which is not a skimmer moves (or pivots) so that part of the hull is overhanging, but not touching, a piece of area terrain, it does not need to take a dangerous terrain test.

1.7 A Flyer is considered to have left combat airspace as soon as one part of its hull reaches beyond the table edge. Flyers cannot leave combat airspace with a flat-out move.

1.8 When entering the board near from a corner, take care not to have any part of the hull actually entering from a side short table edge.

1.9 A deep striking Flyer is considered having moved 18".

**1.10 As far as non flyers vehicles are concerned, model base, hull and flying stand are all the same things.**

### 2. Vehicles Damages

2.1 If a vehicle is damaged several times at the same time, roll all the dices and apply each and every result rolled for on the damage table and not only the highest one.

2.2 In case of a "Wrecked" result from loss of Hull Points and a "Explodes" result (6) from a penetrating hit happening at the same time, or in case of several "Explodes" results (6) happening at the same time, apply the effects of only one "Explodes" result (6).

2.3 When exploding, only armor and invulnerable save may be used for models inside the vehicle. Cover save are allowed for models within the blast radius.

2.4 When a transport vehicle suffers a Destroyed – explodes! result its passengers must be placed where the vehicle used to be"so passengers must be placed wholly inside the area of the table that the vehicles hull previously occupied and are NOT allowed to have parts of their

base outside the original hull (Any models that cannot fit entirely within this area or are within 1" of an enemy model are removed from play as a casualty).

2.5 When a vehicle 'explodes' it is replaced with an area of "difficult ground". Unless both players agree otherwise, this terrain provides a 4+ cover save for models inside it and blocks line of sight based on the actual piece of terrain. The area of difficult terrain is area terrain, but does not count as a forest base.

2.6 A player can replace an exploded vehicle by a crater (no higher than 0,5") or appropriate marker (see appendix) if he possesses one. Material provided by opponent must be used if he offers it or agrees upon being asked. If an appropriate piece of terrain is not available then the vehicle is just removed from play.

2.7 Vehicle Explodes! result explosion does not affect disembarked passengers of the exploded vehicles and cover saves can be used. Passenger units affected by Explodes! result as per p80 cannot claim cover saves.

**2.8 Hammer of wrath is considered a normal attack and as usual is resolved against vehicles rear armour.**

**2.9 The Ignores Cover special rule also negates cover saves for vehicles.**

### 3. Embarking/Disembarking/Embarked units

3.1 Models disembarking because of a Wrecked effect (5) cannot do so on the vehicle's hull.

3.2 Notice that when a unit performs an emergency disembarkation in the opponent's turn it is free to act as normal in its own following turn following all normal disembarkation restrictions (p79).

3.3 When firing from a vehicle firepoint, consider the firing models to have their torso above the roof so LOS is measured approximately 1/2 an inch from above the vehicle's roof above the firepoint surface. We recommend players to bring the torso models provided in the transport vehicle sprues in order to solve easily and quickly any LOS issues that may arise with embarked units.

3.4 Embarked units- Measure range to and from the transporting vehicle's hull and base instead of the transported unit. Embarked units are generally immune to shooting, psychic shooting attacks or any normal attack that will have to target their transport instead. They can however be targeted by special rules which only require range to the unit.

**3.5 Units or models embarked on a chariot are not affected by terrain tests as far as initiative in assault is concerned.**

**3.6 Disembarking from a Drop pod follows the rules for "placing disembarked models" p79.**

### 4. Vehicles and assault, tank-shock & ramming

4.1 When a unit is fighting a multiple combat against a (non-walker) vehicle and another non-vehicle enemy unit and the combat is drawn, the unit must pile-in towards the enemy non-vehicle unit and (if possible) move at least 1" away from the vehicle. In case of wipe-out, any consolidating



model that moves must end its move more than 1" away from the vehicle. However models that are already within 1" of the enemy vehicle may remain there provided they are not moved.

4.2 A ramming vehicle that moves through difficult terrain will have to take a dangerous terrain test as normal. The ramming move ends if the vehicle moves reaches the table edge.

4.3 A skimmer can selectively choose units to tank shock/ram or not, even when units are intermingled. If a skimmer is stunned or immobilised by a death or glory attack over an impassable terrain where its base cannot stand, it is destroyed.

4.4 If a walker unit finds itself not locked in combat after Pile-In moves are completed, then it no longer counts as being part of the combat.

4.5 If a walker fires smoke launchers in the shooting phase, then assaults an enemy unit and wipes them out, the walker does count as obscured in the subsequent enemy shooting phase.

4.6 A walker must always assault in forward direction, but of course can turn before the move starts.

4.7 A vehicle can't tank shock or ram by moving laterally or backward. However units standing in the way of the tank during its initial "rotation on the spot" do count as tank shocked normally.

4.8 Resolve each tank-shock from tanks squadron vehicles separately as you would when proceeding to moving the vehicles.

4.9 Tank-shock can result in affected units losing their squad coherency: only the models that would end-up under or within 1" of the tank's final position can be moved during this particular move.

4.10 In tankshock, after declaring the distance and pivoting the vehicle resolve all tankshock possible effects before actually moving the vehicle.

4.11 When a tankshocking vehicles ends his movement within 1' of an enemy model, this model does not have to move.

4.12 A unit unable to hurt a walker, cannot assault it.

4.13 Smash attack cannot be used for Death or Glory attacks.

#### 5. Vehicles Shooting

5.1 In the case of non-rectangular vehicles (such as an Eldar Falcon), determine their armor facing first by using the relevant template presented below in

paragraph XXII. If no such template is available or relevant or if the vehicle has the walker type, draw a line at a 45-degree angle to the central axis of the vehicle.

5.2 When firing a twin-linked weapon, LOS needs to be traced from one weapon barrel, not both.

5.3 It is not allowed to fire indirectly to a target outside the arc of fire.

5.4 In order to use a searchlight, a vehicle must be able to fire at least one weapon in the concerned shooting phase.

5.5 Flyers weapons are always hull-mounted and have a 22,5 degrees downward and upward arc of sight angle starting from a horizontal plane from the weapon's mount. Targets cannot claim cover saves from weapon shooting angles restriction. Always assume a Flyer's base is positioned flat and horizontally on the ground when shooting, whatever the actual model position is or how it is modeled on its flying stand.

5.6 As far as firing template weapons is concerned, Flyers can choose the levels they shoot at.

5.7 A transport vehicle cannot move flat out after embarked passengers have chosen to shoot.

5.8 Power Of The Machine Spirit cannot be used by a vehicle to fire one weapon at its full Ballistic Skill if the vehicle can only fire Snap Shots (or cannot fire at all) during a given Shooting Phase (due to being shaken, having moved at Cruising Speed and the like)

5.9 Indirect fire overrides any arc of sight limitations.

#### 6. Vehicles characteristics

6.1 All vehicle bought wargear such as Dozer blades, Hunter-killer missiles, Ork Rolla...are considered to be part of the hull. ~~Antenna, banners, flags and other ornaments are not considered part of the hull.~~

6.7 Dreadnought twin-linked autocanon weapons are considered to be able to draw LOS at a height of approximately just above a rhino's roof.

6.8 The 'petals' of an drop pod are not taken into account for disembarkment or cover purposes.

6.9 A vehicle in base to base contact is eligible to use a gun emplacement.

6.10 Character upgrades to a vehicle such as Pask or Chronos do not confer the character ability to the tank they command.

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## **6 FORTIFICATIONS**

1. Bastion or Aegis defense line comms relay or gun emplacement can be deployed wherever a fortification can be deployed and does not need to be in touch with barricade sections.

2. Aegis defense line gun emplacement can be fired in the opponent's turn using the Interception special rule and the BS of a model in base to base contact.

3. Com relay can be used even if both players are in range.

4. Gun emplacement can be used even if both players have models in base contact.

5. A gun emplacement can be assaulted if the opponent has a model in base contact with it (use normal assault rules). Otherwise, you have to move in base contact during your movement phase and attacks will be done during the assault phase (no sub-phase).

6. You can destroy your own gun emplacement.





7. A model may move in base contact and subsequently shoot with the gun emplacement at its normal BS.
8. A Gun emplacement has an arc of fire of 360° and does not block the shooter line of sight.
9. Fortifications do not count as one players' models on the battlefield. Bare this in mind as a far as automatic wins (p122), Kill points, Victory points, objective control are concerned.
10. Only one model can use a gun emplacement in each phase.
11. Models cannot shoot with the weapon from a gun emplacement if they don't have a weapon of their own to shoot with (for instance a terminator with TH/SS or a vehicle with all weapons destroyed), or if their BS is 0. When shooting the gun emplacement, it only counts as firing one weapon, so if the model would be eligible to shoot more weapons, it may still do so.
12. ~~Models on top of a Bastion that are obscured by the battlements receive a 4+ cover save. Models behind a Bastion and obscured by the building portion of the model receive a 3+ cover save. Models obscured by a ruined bastion receive a 4+ cover save. Models obscured by the leg/pillar portion of a Skyshield Landing Pad receive a 3+ cover save. Models sufficiently obscured by any portion of a Skyshield Landing Pad will receive a 3+ cover save. In order to take advantage of the 4+ invulnerable save generated by the landing pad, only units FULLY on the top floor can claim such a save.~~

13. Gun emplacement and Comm relay are difficult terrain and not impassible terrain.
14. Fortifications cannot be place where the relic is to be placed.
15. Comm relay re-rolls do apply to both primary and allied detachments.
16. Fortifications cannot be placed within 3 inches of other fortifications, or within other terrain. If the placement of your fortification is not possible following these guidelines, then you cannot play the fortification that game.
17. In case of multiple penetrating results against a building, roll each result separately. Apply each result till the first total collapse or detonation result. Apply this last result. if any penetrating hits remain, it is lost. Take notice that the wounds cause by these hits against occupants are resolved before the hits against the building.
18. In order to place fortifications in the missions using spearhead deployment (table quarters), consider your table half to be formed by the diagonal passing through the center of the table as in vanguard strike, but with the additional rule that the fortification cannot be placed within 12" from the table centre.
19. Jetbikes and bikes have to use access points to move on top of a bastion.
20. Battlements of a building are always considered to be one level higher than the amount of levels the building has inside.

## 7 **CHAOS SPACE MARINES**

1. Only invulnerable saves make be taken from self-inflicted wounds caused by a Daemon Weapon.
2. Defiler knuckles are considered part of its hull as far as measuring distance is concerned.
3. The Twin-Linked Bolter of a Chaos Rhino has a fire angle of 360°.
4. Black Mace toughness tests are to be taken at the end of the assault phase.
5. ~~When rolling for a Weapon destroyed result against a Maulerfiend, the magma cutters are also a target for the roll. If a Maulerfiend is reduced to just one magma cutter, it only ever gets one additional hit if any such hits are to be distributed. Additionally, when calculating the extra hits, look at the models current attack characteristic, and not the one on his profile. The magma cutters do not give the bonus attacks for extra close combat weaponry.~~
5. The Helldrake can perform a vector strike while leaving combat airspace, take its entire hull into account to determine what units it flew over.
7. ~~Helldrake weapons are hull mounted.~~

8. ~~Chaos Space Marine Daemon Prince upgrades do apply to all codex : Chaos Space Marine units with the Daemon special rules bearing the mark of the relevant god, but not to Codex : Chaos Daemons models.~~
6. Chaos Space Marine Daemon Prince upgrades apply only to the upgraded Daemon Prince.
11. ~~Abbadon can join units with a mark.~~
7. A Chaos character winning a challenge against a Necron character will roll for Chaos Boon only after his opponent reanimation protocol fails. No Chaos Boon can ever be gained after winning a challenge against Celestine.
8. Two Independent Characters with different Marks of Chaos can both join the same unmarked unit.
9. A Chaos lord on bike cannot change the bike's bolter for an artefact from the Chaos Armoury.



## 8 CHAOS DAEMONS

1. The leadership penalty from Disruptive Song is -1, no matter how many Fiends of Slaanesh models are within 12" of the affected unit.
2. After you chose the pink horrors/Herald of Tzeentch as a result of Portalglyph or Riftbringer or WarpStorm, roll for the psychic power of the Pink Horror of Tzeentch or Herald of Tzeentch arriving through a Portalglyph or Riftbringer or WarpStorm before placing them on the table.
3. Just like any unit that is generated/spawned during the battle, a Portalglyph generates a VP when destroyed and counts towards First Blood.

4. Dark Excommunication affects all gifts described in pages 61 to 69 of the Chaos Daemons codex except for steeds.
5. Any roll that includes a double" also applies to rolls of 3 dices. In other words the Brass collar of Bloody vengeance is also triggered when a double is rolled with 'Runes Of Witnessing', even though you can discard a die.
6. Chaos Daemons allied detachments can have up to one Herald like any normal HQ choice.

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## 9 DARK ELDAR

1. Power from pain – enemy unit fleeing outside the table do not generate tokens.
2. The djinn blade and animus vitae are labelled as "special weapon". Therefore, to benefit from their special rules (bonus attack/possibility to gain token) the bearer has to use them in a close combat round. If the djinn blade rebels against its bearer, the attacks are considered as being made by the bearer with the djinn blade. Which means the bearer suffers 2 hits from a power weapon at his strength (including bonuses from drugs, furious charge or soultrap) and his initiative.
3. For all game purposes, a Webway portal must be represented as a small blast. Which means it does not block LoS and cannot grant cover for units behind.
4. Except for Dark eldar units arriving from reserve a webway portal is considered as impassable terrain where flyers, skimmers or any model cannot land for game purposes.

5. A unit arriving from reserve must choose if it will arrive from the portal or from the method declared at deployment (reserve, deep strike, outflank...) at the start of the turn.
6. Only units directly under the line between the two Bladevane Markers can be subject to its attacks. A unit suffering from such a "Bladevane" attack from reavers can only use a cover save if it standing inside area terrain or is benefiting from a special rule granting him a cover save. Bladevane attacks do not allow close combat only saves (like DE Dodge or GK nemesis weapons saves).
7. Use of the void mine does not affect the choice of target in the following shooting phase.
- 8 Aerial assault do not allow ravagers to fire at normal BS against Flyers, consider it like any other vehicles firing at Flyers.
9. Both venom weapons have a 180° fire angle.

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## 10 ELDAR

### 1. General

- 1.1 Eldar jetbikes cannot use their special assault move after a turboboost.
- 1.2 Singing spear can be used in hand to hand after having been used in shooting.
- 1.3 All eldar underslug weapons from Falcon, Fire prism, Night Spinner and Serpent vehicles are sponson mounted with 180 degree arc of fire towards the front.

### 2. HQ

- 2.1 Autarch must decide whether he uses reserves bonus in a given turn before dice rolls are made.
- 2.2 Autarch on a Jet bike carrying a Reaper Launcher may move-fire-move/assault.
- 2.3 Warlock squad is not a retinue.
- 2.4 Psychic Powers - Fortune allows vehicle to re-roll cover save.
- 2.5 Psychic Powers - Warlock Powers and Veil of Tears cannot be nullified or

- cancelled by the Psychic Hood or the Runic Staff.
- 2.6 Runes of Warding also cause a Peril of the Warp if two dices (out of the 3 rolled) are equal to '1'.
  - 2.7 Eye of the Wrath blast template does not affect friendly models, can be placed over friendly models, and does not allow cover saves.
  - ~~2.8 The effects of several Runes of Warding are cumulative. It is not the same for Runes of Witnessing.~~
  - 2.9 Rune of Warding versus Shadow in the warp is resolved in the following way: roll 3 dices , if you get double 1 or 6 , the psyker get perils, then discard the highest dice and see if you pass the test according to the rulebook.
  - 2.10 The staff of Ulthamar does not allow Eldrad to use two shooting psychic powers per turn.
  - 2.11 Eldard Ulthran's Divination applies to both primary and allied detachments.



### 3. Elites

3.1 Banshees only benefit from their mask when it is their first round of any particular combat.

~~3.2 Veil of Tears — You can kill more models than there are in the "spotting distance" rolled for Veil of Tears as long as at least one model from the targeted unit is within it.~~

~~3.3 Veil of Tears — Intervening Harlequins that are protected by Veil of Tears provide cover saves to units being shot through them.~~

### 4. Troops

~~4.1 Ranger Long Rifles that roll '6' to hit (5+ in case of pathfinders) gain AP1 regardless of the Rending rule.~~

### 5. Fast Attack

5.1 The Grenades Pack's scatter is not reduced by the firer's BS. Cover and vehicle armor facings are determined like a barrage weapon (from the center hole of the blast). A Grenade Pack is not a shooting attack per se, so is not affected by Night Fighting, and does not affect the Hawks' choice of target in the subsequent shooting and/or assault phase. For the grenade packs to work, the unit must have used Deep Strike that turn, so the Deep Strike would be resolved first. The Swooping Hawk unit doesn't use its Grenade Pack if it suffers a Deep Strike mishap that destroys the unit or places it back into Reserves.

5.2 Shining Spears count as having Eldar Jetbikes.

5.3 Warp Spiders have to take a dangerous terrain test if their 2D6" assault phase move takes them into difficult terrain. They can use their special warp jump generator assault move only in their turn.

### 6. Heavy Support

6.1 To contribute prism cannon any part of the other Fire Prism's turret hull (excluding antenna) or prism canon have to be seen by the contributing Fire Prism.

6.2 Cover saves may be taken against Vibro Cannon shots. Vibro-canon batteries cause only one glancing hit on units with armor values. Vibrocannons do not require LOS to their target and cannot focus fire.

6.3 Nightspinner is allowed at ETC.

6.4 Fire prism cannot combine their shooting if any of them is shaken or stunned.

6.5 The servant on the Eldar support weapon miniature is not considered to be a weapon servant or part of the artillery weapon for all games purposes : make sure you bring enough servant models on different bases.

6.6 An eldar unit joined to an allied IC can benefit from an eldar psychic power but the allied IC will not.

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## **11 IMPERIAL GUARD**

### 1. General

1.1 If a unit with a commissar is within 12' of a regimental banner and fails a leadership or pinning test, reroll it only once and apply the Regimental Banner reroll and no summary execution.

1.2 A Heavy Weapons team or Ogryn model firing out a Chimera's hatch does count as one model firing.

1.3 Heavyweapons teams are to be based on 60mm bases. Check LOS from the eyes of the guard crewing the weapon.

### 2. HQ

2.1 When an officer is issuing an order to a unit he is part of and that unit also contains a Vox-caster the Leadership test can be re-rolled if failed.

2.2 During Nightfight, an officier issuing 'Bring it down' or 'Fire on my target' orders must not check for Nightfight himself to the targeted unit for the order to be successful.

2.3 Bring it Down!' order cannot be used against a unit that isn't entirely made up of Monstrous Creatures (for instance, a Tyrant with Tyrant Guards).

2.4 Astropath and Officier of the fleet special rules apply as long as they are alive, including in reserve.

2.5 When a unit regroups in the shooting phase because of the 'Get Back in the Fight!' order, it gets to make the usual 3" move for regrouping. It then counts as having moved for the purpose of shooting.

### 3. Elites

3.1 Mindlocked servitors that are locked in combat fight normally and will also normally fall back, consolidate, pile in, or sweep and advance.

3.2 Psyker Battle Squad's Weaken Resolve is a negative Leadership modifier. As such, it does not affect stubborn unit taking Morale checks or units rendered fearless by the mob rule either.

3.3 Weaken resolve' is not a psychic shooting attack, which means the Battle psyker unit casting it is still free to fire its pistols or run in the same phase and is not affected by Nightfight.

3.4 When shooting 'soulstorm', all the sanctioned psykers count as having fired this turn.

### 4. Troops

4.1 Dedicated transports selected for units belonging to a platoon are also considered part of the platoon just like the unit they are assigned to.

### 5. Fast Attack

5.1 When firing with the Devil Dog melta canon, apply the range after scatter for the melta weapon rule.

5.2 Hellhound-Flamer : place the template with narrow end within 12" of the weapon and large end being no closer to the weapon than the narrow end. The unit under it becomes the target unit. Proceed to cover as many models as possible of said target unit without touching any friendly models. Finally work out wounds and saves.



## 6. Heavy support

~~6.1 Lumbering Behemoth' does NOT allow a Leman Russ to fire its turret weapon if the vehicle would otherwise be unable to fire (Shaken/Stunned/used Smoke Launchers/moving at cruising speed...).~~

6.2 Auto Targeting System' applies to every weapon mounted on the hydra (including Heavy Bolter or Hunter Killer Missile).

6.3 Manticore weapon has 45` arc of sight and fire. Manticora rockets are considered to be part of the hull.

~~6.4 Manticore always uses the multibarrage when firing indirectly, when firing directly, use the blast shooting procedure.~~

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## 12 NECRONS

### 1. General

1.1 Reanimation protocols apply whatever the cause of the casualty. ~~except as a result of being removed from play.~~

1.2 Models affected by entropic strike do lose their armour save even if a special rule (like Feel no pain for instance) allows them to ignore the consequence of failing the armor save. Affected models do not count as another subgroup for wound allocation.

1.3 Quantum shielding is deactivated eventhough living metal and symbiotic repair cancel the effect of the penetrating hit.

1.4 In case of several Mindshackle scarabs bearers engaged with few enemy units, the effect of the scarabs is always randomized, determine each result separatly. The victim of several mindshackles scarabs will take as many tests as mindshackles scarabs affecting it, but will never throw more than 1 d3 hits.

Mindshackle scarabs allow for the use of force weapon special rules, but do not prevent the bearer from using defensives items like psychic hoods against his own attacks.

~~Smash attacks can never be invoked when suffering from mindshackle's effects.~~

1.5 For ever living reanimation protocol purpose, the ever living counter used cannot exceed the size of the concerned model base.

1.6 Wounds caused by lightning field do not count towards combat resolution.

1.7 Passengers are not affected by the subsequent effect of a "shaken" or "stunned" result cancelled by living metal.

~~1.8 When a Nighscythe transporting passengers explodes, resolve the hits normally against passengers, put them in reserve, apply reanimation protocols and ignore the potential morale test.~~

~~1.8 Necron HQ that died in a challenge and pass their Reanimation protocol remain locked in challenge.~~

### 2. HQ

2.1 Each royal court member brings his value in points to the unit he joins for the purpose of victory points calculation.

2.2 If a unit containing two royal court members is wiped out, roll for ever-living and if both members come back up, they must be

placed back on the table in unit coherency within 3' of where one of them stood before getting wounded.

2.3 Sweep attacks do not allow close combat only saves (like DE Dodge or GK nemesis weapons saves).

2.4 Imotekh's lightning bolt hits allow cover saves from wargear, area terrain or moving flat out with a skimmer. Chronometron can apply to any dice rolled as a consequence of Lord of the storm.

2.5 Symbiotic Repair cannot be used to negate an Immobilized result to a Command Barge which moved flat out.

2.6 Lord of the storm applies even if Imotekh is in reserves or killed.

2.7 A squadron vehicle under "Mind in the machine" can target a vehicle from the squadron he belongs to but cannot be allocated any damage suffered by the squadron. "Mind in the machine" is not affected by Nightfighting and does not allow the use of vehicle equipments which are not a weapon such as a searchlight.

2.8 The Voltaic Staff inflicts 'Haywire' AP- damage for every hit scored against vehicles in addition to normal damages caused by its S5 attacks.

2.9 Solar pulse is to be used before any movement is completed in the turn. Players will take care to declare "I begin my turn" then "I begin my movement" leaving the Necron player the time to declare if he wants to use solar pulse. If two Necron armies are facing each other, two Solar Pulse can be used to cancel out the effect of each.

2.10 Anraky's power (and any other special rule of wargear that requires LoS) can't be used while aboard of the vehicle (regardless of it's type).

2.11 Trazyn surrogate host special rules is a "new roll" that can be re-rolled by a chronometron.

2.12 If by chance Vargar Obyron has picked the relic (by being part of a scoring unit), he can use its Ghostwalk Mantle. If the total distance of the movement using the Mantle (including scatter) is higher than 6 inches, the relic is dropped at the beginning of the movement point.

2.13 Obyron`s Cleaving Counterblow works only in a challenge.

2.14 Imotekh`s Lord of Storm Ability do not allow cover saves from the obscured model source.

### 4. Fast Attack





4.1 When performing hit&run from a unit with whip coils, take into account the initiative modifiers.

### 3. Heavy Support

3.1. Canoptek scarabs spawned by Canoptek Spyder surrender victory points in the same way as normal Canoptek scarabs. In order to compute the half strength of such units for victory points, take into account the maximum size the unit has reached during the game which is equal to the number of initial scarabs plus the number of spawned scarabs. This will require Necron player to keep track of spawned scarab bases and which unit they joined on their army list.

3.2 To define cover saves and vehicle facing involving a Death Ray shooting, use the weapon mount as usual.

3.3 Death Ray's 'line' can be drawn across a close combat.

3.4 Monolith Portal of Exile can affect models engaged in close combat (also see III Shooting 5.3).

3.5 The Doom Scythe's Death Ray may still place its initial point and draw its line anywhere within

360 degrees of its weapon, but may only cause hits and allocate wounds to models within its line of sight. It can affect units in close combat, and is considered hull mounted.

3.6 Gloom Prism works for the first targeted model if the unit in which the model is part of is the spider unit with the prism or in 3 inches of the spider unit with the prism. No other model other than the first targeted model can use the prism roll to nullify Jaws of the World Wolf.

3.7 Death ray only affects models on one level of a ruin.

3.8 Annihilation Barge weapons are Hull Mounted.

3.9 The Doom Scythe's Death Ray may still place its initial point and draw its line anywhere within 360 degrees of its weapon, but may only cause hits and allocate wounds to models within its line of sight. It can affect units in close combat, and is considered hull mounted. Cover saves are considered from the firer position.

3.10 The Tesla Destructors Arc special rules follows random allocation for wound allocation.

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## **13 ORKS**

### 1. General

1.1 Waaagh! must be declared at the start of the Shooting phase.

1.2 It is always an option to substitute the number of orks in a mob with their normal leadership value.

1.3 The maximum leadership for a mob of 10 or more is 10.

1.4 Unit's ammo runt may be used by unit's upgrade characters. Ammo runts don't affect template weapons, but may be used to re-roll scatter dice (together with 2d6) while firing blast weapons.

### 2. HQ

2.1 If a Shokk Attack Gun suffers a "Oops", "Gah", "Sploosh", "Bzaap" or "Raargh" result the player still have to roll with the Scatter dice. LOS isn't required to a unit suffering the effect of 'Gah'. When rolling a zoink and the target is a vehicle, the Mek is considered having charged from the place it was before firing, and models that may have been screening the vehicle are set aside to allow for the placement of the assaulting Mek.

2.2 If any part of a model in a non-vehicle unit (or any part of a vehicle) is within 6" of a Mek with Kustom Force Field the unit gets the benefit.

2.3 Two units of Nobs can be chosen as troops if there is two Warbosses in the army.

2.4 Warboss can replace his choppa for a Big Choppa or a Power Klaw, however he can only have one as he only has one choppa that he can replace.

2.5 If a Weirdboy embarked on a vehicle that is moving at cruising speed (or faster) rolls either

'Frazzle' or 'Zzap', nothing happens.

2.6 Independent characters benefits from the effects of a Waaagh banner of a unit he has joined.

### 3. Elites

3.1 Independent characters that joins units with Painboy benefits from unit's Feel no Pain special rule.

3.2 More than one Nob may be equipped with Waagh! Banner, but effects of banners are not cumulative.

3.3 Vehicle cannot use cover saves against Bomb-squigs.

3.4 A Bomb-Squig released from inside a transport vehicle, that rolls a 1 upon being released, inflicts a S8 hit against said transport's rear armour value.

### 4. Fast Attack

4.1 Cover and vehicle armor facings are determined like a barrage weapon (from the center hole of the blast). A Bigbomm is not a shooting attack per se, so is not affected by Night Fighting, Veil of Tears, etc, and does not affect the Deffkopta's choice of target in the subsequent shooting and/or assault phase

### 5. Heavy Support

5.1 You do not need to buy crew for the Battlewagon's Big Guns.

### 6. Vehicles

6.1 If a Trukk is already inside area terrain when suffering a ramshackle result it does not move.

6.2 When determining the distance of a Grabbin' Klaw / Wreckin' Ball /Boarding Plank,use the edge



of the Ork Vehicle's hull to determine 2" distance from the enemy vehicle.

6.3 Looted wagon/ Battlewagon Ard Case's firepoint may be used by one model each.

6.4 If a vehicle with a Stikkbomb Chukka is destroyed (by driving through a minefield, for example) and its embarked passengers charge into combat the ensuing Assault phase they do not benefit from the Chukka.

6.5 A vehicle that is not a Tank does gain the ability to ram other vehicles by buying the Reinforced Ram upgrade.

6.6 If a Boarding Plank is used to attack a Walker, the Walker may NOT strike Back.

6.7 If Wreckin'Ball is used against a vehicle, use AV facing Wreckin'Ball's mounting. Wreckin'Ball cannot be used in opponent's assault phase.

6.8 Deffrolla don't affect skimmers dodging successfully.

### 7.Special characters

7.1 Zagstruk and the Vulchas may run the turn they arrive via Deep Strike. D3 Vulchas that are

killed after landing do not count towards combat resolution.

7.2 Badrukk is taken in addition to the Flash Gitz in the mob - he doesn't replace any models.

7.3 Grotznik benefits from his own Dok's Tools, both when on his own and when joined to a unit. Grotznik (and any unit he joins) must always run towards enemy when possible - he cannot chose to shoot instead.

7.4 Wazdakka Gutmek cannot fire additional weapons on turn it doesn't boost.

7.5 Zogwort may only use his curse if the Ork player has a squig model available. Zogwort's Curse may affect an Independent Character that joined a unit. Zogwort's Curse ignore any sort of save. A character turned into a Squig does not give up a Kill Point or Victory Points at the end of the game (unless the Squig is killed of course). Squig resulting from Zogwort's curse may contest an objective. If an Independent Character is joined to a unit when turned into a Squig, the Squig remains joined to the unit.

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## **14 TAU**

### 1. General

1.1 Seeker Missiles are always considered to be hull-mounted

1.2 Markerlight hits count as a shooting attack for all rules purposes.

1.3 Smart Missile Systems need LOS to their target to use the intercept special rule, however models out of LOS can be removed as casualties.

1.4 A Multi-Tracker can only be used in the shooting phase, and not during overwatch or when using the intercept special rule.

1.5 Target Lock can not be used during Overwatch to fire at a different unit than the would-be-attacker.

1.6 The way markerlights, target lock and drone controller interact, a unit may see its ballistic skill increase even though it is not actually firing at the target of the pinpoint attack.

1.7 Jetpack-Units can only use their thrust move in the assault phase, when the unit consists entirely of jetpack-models. This applies also to units consisting of Eldarjetbikes and Jetpack-Models.

### 2. HQ

2.1 When other effects come into play while resolving Aun'va's Paradox of Duality ability, first

work out the paradox roll and disregard all effects triggered if the unsaved wound gets discounted.

2.2 An Ethereal's Invocation of Elements only affects individual models within its range. Measure range at the start of the movement phase and consider the ability to be an ongoing effect on affected models.

2.3 When Farsight and his unit deepstrike onto the board by use of Gate Of Infinity or another such effect, he will not scatter.

### 3. Troops

3.1 A unit that is comprised entirely of drones is considered to be a non-scoring non-denial unit, even if the drone was at some point part of a scoring or denial unit.

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## **15 TYRANIDS**

### 1. General

1.1 Mycetic spore should use 60mm base and will be considered to be at least the height of a Drop Pod for LOS purposes.

1.2 A tank shocked Mycetic Spore is forced to conduct Death or Glory attack.

1.3 Onslaught only lasts for the duration of the shooting phase in which it is cast and does not

allow models to run twice.

1.4 Catalyst requires LOS and cannot affect a unit inside a fortification.

### 2.HQ

2.1. Hive Tyrant is considered alive in reserve and so Hive commander still works in that case.



2.2. A Tervigon cannot spawn Termagants after it has used the Gate of Infinity psychic power during a given turn.

### 3. Elites

3.1. Hive Guard's Impaler Cannon do remove cover saves that don't come from terrain rules (nob bikers cover, smoke launchers, ork Kustom Force Field, skimmer moving fast etc.).

3.2 Hive Guard's Impaler Cannon is not affected by Nightfight.

3.3. Wounds taken from the Doom's Spirit Leach ability can be allocated to models out of LOS, and are allocated randomly. Cover saves can be taken, but one cannot declare a GTG against the attack to have an improved cover save.

### 4. Troops

4.1. Broodlord Hypnotic Gaze psychic power works only for the phase it is cast in.

4.2. Termagants spawned by Tervigon surrender victory and kill points in the same way as Termagants taken from the Troop section of the FOC.

4.3. Wounds caused by Brood Progenitor on termagant squads do count towards close combat resolution in close combat. Cover saves cannot be taken against those wounds. Wounds from Brood Progenitor will also affect Termagant units embarked within a fortification.

### 5. Heavy Support

5.1. Mawloc's "Terror from the Deep" cause destroyed-wrecked effect on the vehicles that were unable to get out of the way. A gun emplacement will never be moved out of the way in regards to this ability as it is terrain, simply put the gun emplacement on the Mawloc base and replace it as soon as the Mawloc has cleared the area of its initial placement.

5.2. Mawloc's "Terror from the Deep" works also if the Mawloc would arrive within 1" of the enemy model.

5.3. Trygons and Mawlocs may deep strike into the 1st level of a ruin only.

5.4 Deathleaper, Old One Eye and Doom Of Malantai are considered characters

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## **16 SPACE MARINES**

### 1. HQ

1.1 Librarians - Space Marine Librarians are able to use The Gate of Infinity if they are locked in close combat or in a transport vehicle. If falling back they can use The Gate of Infinity only in direction of their own table edge. The Gate of Infinity can be used in conjunction with Locator beacons but not Teleport homers. A unit cannot combat squad after using Gate of infinity.

1.2 Chapter Masters - A chapter master can't use his Orbital Bombardement if embarked in a transport vehicle without fire points.

1.3 Honour Guards - The Honour or Death special rule does not work against independent characters with retinues.

1.4 Command Squad - An independent character which joins a Command Squad with an Apothecary gain the 'Feel No Pain' universal special rule.

1.5 Command Squad - A unit with an Apothecary can use the Feel no Pain ability even if the Apothecary is killed at the same time.

1.6 Command Squad - Apothecaries in a Command Squad can't take upgrades as though they are a 'Veteran'.

### 2. Elites

2.1 Servitors - A Mindlocked Servitor unit who is falling back will fall back normally. A Mindlocked Servitor unit who is locked in combat can perform sweeping advance, consolidation and/or pile-in moves.

### 3. Fast Attack

3.1 Clustermines are triggered if the path of a moving unit crosses the booby-trapped terrain, it's not important where the unit starts or end its movement.

### 4. Heavy Support

4.1 A Thunderfire Cannon and the Techmarine form an artillery unit worth 1 kill point, in order to earn the kill point, both the Cannon and the Marine must be destroyed.

### 5. Vehicles

5.1 Optional Landraider (and versions) weapons have a fire angle of 360°.

5.2 The storm bolter of a Space Marine Rhino has a fire angle of 360°.

5.3 An additional storm bolter from any non-Land Raider vehicles have fire angles of 360°.

5.4 Hunter-killer Missiles have a fire angle of 45° to the front.

5.6 All Land Speeder (Storm) weapons are Hull Mounted.

5.7 The 'petals' of a Drop Pod are not taken into account for disembarkment, LOS or cover purposes.

5.8 A Drop Pod which lands into difficult terrain has to pass a Dangerous terrain Test. If failed, it suffers a "weapon destroyed" result.

### 7. Special characters

7.1 As long as Sergeant Chronus is alive, his destroyed vehicle counts only as damaged for victory points purposes. Only if Sergeant Chronus is killed, does the enemy get a kill point for the vehicle. Sergeant Chronus does never count as a scoring unit **nor does he confer the character ability to the tank he commands.**

7.2 Wounds caused by Telions Boltgun are allocated first (by the player controlling Telion), followed by the wounds inflicted by the rest of his unit.

7.3 Pedro Kantor. Instead of all friendly units, each model which is part of a friendly unit which is in 12'



distance of Pedro Kantor benefits from his "Inspiring Presence".

## **17 BLACK TEMPLARS**

### 1. General

1.1 A Templar character who is leading or attached to a squad does not stop being an independent character for the purposes of close combat.

1.2 Righteous Zeal - The 'Righteous Zeal' rule just works in the enemy Shooting Phase, and is not triggered by other ways of suffering casualties such as dangerous terrain tests or Gets Hot Weapons. Righteous Zeal applies only once, at the end of the phase.

1.3 Adamantine Mantle - Bionics and The Narthecium can be used against an attack that would normally cause 'Instant Death' if the model also has 'Adamantine Mantle'.

1.4 A model can't be equipped with both a Space Marine Bike and a Jump Pack.

1.5 Vows - The 'Abhor the Witch, Destroy the Witch' vow allows all Templars to nullify psychic abilities if they are in the "area of effect", that means, psychic abilities, which: a) target them, b) wound, kill them or remove them from play, c) cause them to take a leadership or characteristic test, d) forces or stop them to/from moving, e) Force them to re-roll any die.

1.6 Vows - Persistent Psychic abilities (such as Eldar 'Veil of Tears') can't be nullified by 'Abhor the Witch, Destroy the Witch'.

1.7 Vows - If a unit is embarked on a vehicle, rolling for the 'Abhor the Witch Destroy the Witch' consolidation move is just one roll made for the transport vehicle. This move can then benefit from crusader seals.

### 2. HQ

2.1 If a Chaplain who is not attached to a Command Squad takes Cenobite Servitors, he and the Servitors form a 'retinue' unit with the exception of close combat purposes. As wargear, servitors do not give up kill points.

2.2 A chaplain in Terminator Armor can't take Cenobite Servitors.

2.3 A Command Squad or Sword Brethren Terminator Command Squad can't be taken as an HQ choice without an accompanying character leading it.

2.4 BT units are considered to have their Leadership characteristic at 10 for the purpose of

Leadership, Pinning and Morale check if a Marshall is on the table. BT units are considered to have their Leadership characteristic at 9 for the purpose of Leadership, Pinning and Morale check if a Castellan is on the table. This characteristic is still affected by Leadership modifiers.

2.5 BT characters have to wear terminators armour in order to be selected with a terminator command squad.

### 3. Elites

3.1 A Techmarine with a Servo-arm/Full Servo-harness may have a bike or Jump Pack. If equipped with Terminator Armor he retains his Servo-arm but may not upgrade to a Full Servo-Harness.

### 4. Fast Attack

4.1 Black Templars Bike Squadron, 'Options' should begin: "Up to three Initiates may take one of the following weapons"

### 5. Vehicles

5.1 The basic Land Raider may transport 10 models total, the Crusader may carry 15. Models in Terminator armor count as two models for this purpose. Other types of models may also be transported and count as a single model unless specified otherwise.

5.2 A repaired Rhino is repaired until the end of the game, not just in its next movement phase.

5.6 Drop Pods - All tournament missions count as "standard missions" for using Templar Drop Pods.

### 6. Special characters

6.1 The Furious Charge Veteran Skill that Helbrechts Command Squad must purchase counts as the one Veteran Skill the unit can take. Helbrecht's Iron Halo counts as the one Iron Halo the army may take. Helbrecht only gets the +D3 attacks when it is his first round of any particular combat and not if Helbrecht is fighting an existing combat and is charged by another enemy unit.

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## **18 BLOOD ANGELS**

### 1. General

1.1 Descent of Angels - Re-rolls can be done after all reserve first rolls are taken. All Blood Angel models with a Jump Pack have the Descent of Angels Special Rule, even if not stated as a Special Rule in their entry.

1.2 Wounds caused by Blood Talons additional

attack can be allocated freely by the player controlling the targeted unit.

### 2. HQ

2.1 Blood Lance - When successfully casting Blood Lance, first check LOS and pick your target. Then check range to the target using 4d6. Draw a line





from the librarian's base to the target the length of the previously rolled 4d6 : every enemy unit crossing the line are considered to be automatically hit by Lance. Proceed to roll to wound and allocate wounds, considering that units out of LOS get a 5+ cover save, vehicles out of LOS get a 4+. Remove casualties.

### 3. Elites

3.1 Sanguinary Priests - If several Sanguinary Priests are bought as one Elite choice they are still deployed as separate (Independent Character) units.

3.2 Upgrading a Furioso Dreadnought to a Furioso Librarian doesn't allow access to other Furioso upgrades (all gear is replaced).

3.3 Frag Canon only generates 1d3 hits when firing in overwatch.

### 4. Troops

4.1 IC joined to a Death Company are not considered members of the Death Company for the purpose of Liturgies of Blood.

### 5. Heavy Support

5.1 While the Stormraven is on its base, only if the base is actually in or on the terrain would the model count as being in or on the terrain.

5.2 If a Stormraven is immobilized while in Hover mode over other models, mark it as such and leave it on its base.

### 6. Special characters

6.1 The Far-Seing Eye does not allow to re-roll the dice to check if one more turn will be played or not.

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## **19 DARK ANGELS**

1. Techmarines don't open any type of command squad slot.
2. Dark Vengeance special characters are authorized at ETC.

3. Dark Angel Command squad model upgrades are applied in whatever order you wish, so you can have an apothecary carrying a banner.

## **20 SPACE WOLVES**

### 1. General

1.2 If an Independent Character takes Fenrisian wolves as wargear, the unit needs to lose half or more of their starting models to surrender half Victory Points. However, the unit is worth only one total Kill Point if destroyed.

### 2.HQ

2.1. Jaws of the World Wolf is a Psychic Shooting Attack but it only uses step 1 and 2 of the Shooting Sequence, all other steps are ignored and replaced by the power's special rules. Most notably, ignoring step 5 means that no save can be taken, even invulnerable ones. The power is aborted if step 2 is a miss.

2.2 Jaws target model (ie first model affected) cannot be a friendly model or a vehicle.

2.3 Jaws can affect friendly models or models locked in Close Combat as long as they are on the line behind the first affected model, which in itself should pose as a valid target. Jaws can not affect Flying Monstruous Creatures and vehicles.

Jump Monstruous Creatures may subtract one from their Initiative test roll as if it is a Monstruous Creature.

When using Jaws in multi-level terrain, choose the level you want to affect like firing a template weapons.

2.4 Thunderwolf Mounted Independent Characters are not Thunderwolf Cavalry and so do not have the Wolfkin special rule and cannot join each-other.

2.5 Chooser of the Slain - If the Chooser can trace

LOS to the target then the Priest gains +1BS.

2.6 Chooser of the Slain does not prevent a unit from outflanking within 18" of it.

2.7 Units disembarking from a deep-striking vehicle are considered to be deep-striking themselves as far as Tempest's Wrath is concerned.

2.8 Different types of force weapons cannot be used to differentiate SW HQs as far as Leaders of the Pack is concerned.

2.9 2 SW HQ can be selected instead of one in an allied detachment

2.10 All Runic Weapons are unusual force weapons

2.11 When Logan Grimnar uses his High King ability, it applies to the unit he is currently with. If Logan joins another unit in the movement phase, the ability is not transferred to the new unit and the old unit does not retain the ability as they are no longer joined to Logan.

2.12 Njall has an unusual Force Stave.

### 3.Elites

3.1 A combi-weapon replacing a storm bolter can be fired at the same time as a cyclone missile launcher.

3.2 Each wolf guard brings his value in points to the unit he joins for the purpose of victory points calculation.

3.3 Iron Priests : a roll of "1" to repair always fails.

### 4.Fast Attack

4.1 Any Land Speeder in a squadron can be upgraded to Typhoon.



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## 21 GREY KNIGHTS

1. Shunt can be used instead of disembarking from a vehicle. Measure the move from the vehicle hull.
  2. A unit with a Null Rod can cast psychic powers providing they don't affect their own unit (Smite being a good example)
  3. An Inquisitor armed with a Daemonblade becomes a psyker with mastery level 1 with the result of 11-12 on the chart, but he knows no psychic spells to speak off.
  4. The effects of Psychotroke grenades always override specific or general rules in other armies' codexes. Stubborn units and large ork mobs are still reduced to Id2, and the banshee mask special rule is still overridden just to give a few examples.
  5. The Initiative test for Empyrean Brain Mines is subject to modifiers like Psykout Grenades, effects from Psychotroke Grenades and so on.
  6. The shrouding psychic power affords vehicles and/or monstrous creatures a 6+ cover save, unless if the vehicle or the body of the MC was covered for 25%, in which case they have a cover save one better than the terrain feature hiding them provides.
  7. The Crucible's attack is always worked out against the KOTF or the Justicar, or a random non-character model in the squad if they are dead or removed from play already.
  8. Cleansing flame targets individual models so there is no wound allocation, it allows invulnerable saves.
  9. Paladins one-man units can be joined by Independent characters.
  10. Treat the Heavy Incinerator as a torrent weapon.
  11. Polymorphine hits can affect embarked units and does not allow cover saves.
  12. Every units coming off reserves is eligible for I've been expecting you, including those disembarking from a vehicle.
  13. Each hit by a mindstrikes missiles template on a squad with Brotherhood of Psykers will trigger a Perils of the warp which will be resolved sequentially. For instance, if a squad is hit by 3 mindstrikes missiles, apply Perils of the Warp 3 times in a row after deciding first if you want to allocate the st4 ap5 hits before or after apply perils.
  14. A librarian cannot cast the summoning after having been moved by a transporting vehicle.
  15. A transport vehicle with a psyker embarked does not count as unit containing a psyker for the purpose of the psyoculum.
  16. Passangers of a GK transport are affected by the subsequent effect of a "shaken" or "stunned" result even if Fortitude cancel the corresponding damage during its Movement phase.
  17. "I've been expecting you" applies to any unit arriving from reserve passing within 12' and in LOS of Coteaz during their movement, or finishing their movement within 12' and in LOS of Coteaz. Units that simply arrive using the deepstrike rules (gate of infinity, Ghostwalk Mantle, ...) without rolling for reserves are exempt from this rule.
  18. A misplaced unit deployed within range of a warp quake will not suffer a second Deep Strike mishap.
  19. The effects of multiple Hammerhands are cumulative.
  20. "I've been expecting you" does not work when Coteaz is embarked in a transport.
  21. Models shooting because of "I've been expecting you" are not considered as having moved if they did so in their preceding movement phase.
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## 22 SISTERS OF BATTLE

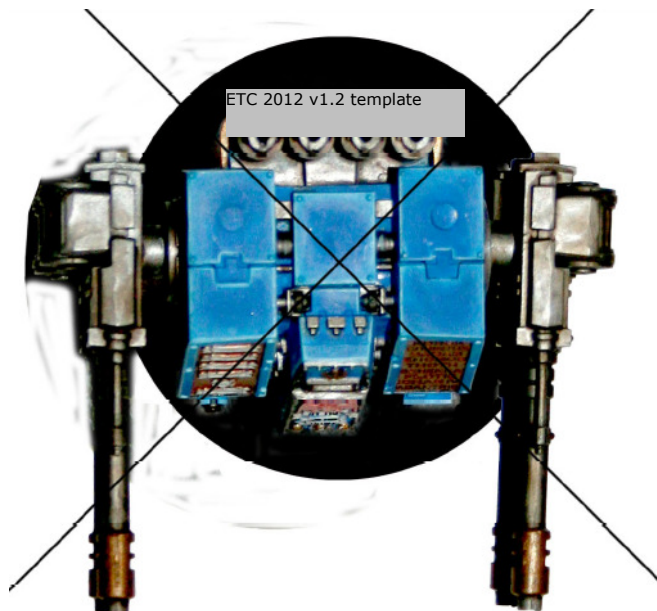
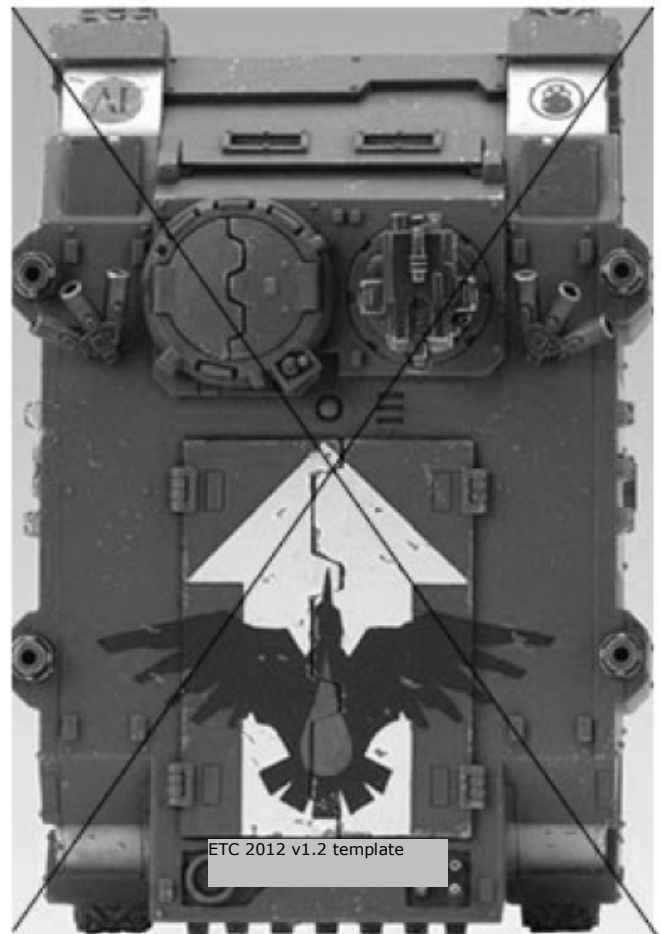
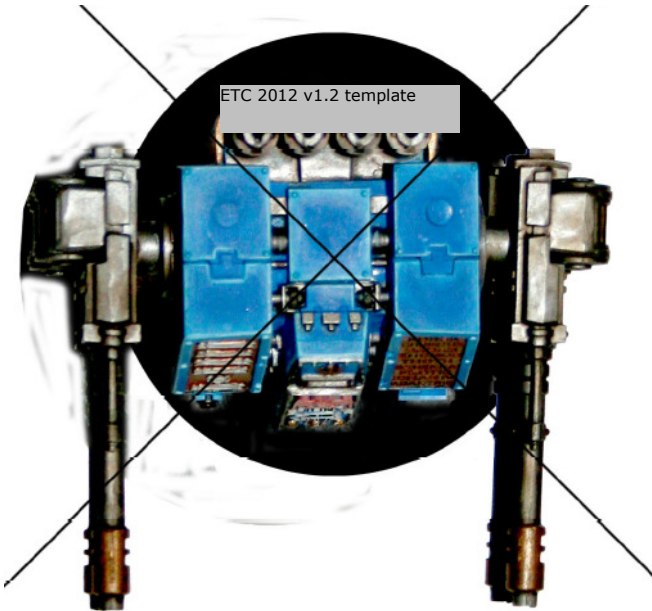
1. The exorcist weapon is considered to be turret-mounted. When firing an exorcist, measure LOS approximately 1/2 an inch from above the vehicle's roof along the pipes.
  2. If Saint Celestine is turned into a Squig by the Zogwort's Curse special rule in the Orks codex her Miraculous Intervention rule is effectively ignored. The Miraculous Intervention rule is triggered when she is removed as a casualty, this does not happen with Zogwort's Curse. However, she is not considered "destroyed" until the squig is destroyed. But even after the squig is destroyed she cannot use Miraculous Intervention to return to the game.
  3. When Saint Celestine is turned into a Spawn because of 'Boon Of Mutation', both the summoning of the spawn and the resurrection of Celestine take place.
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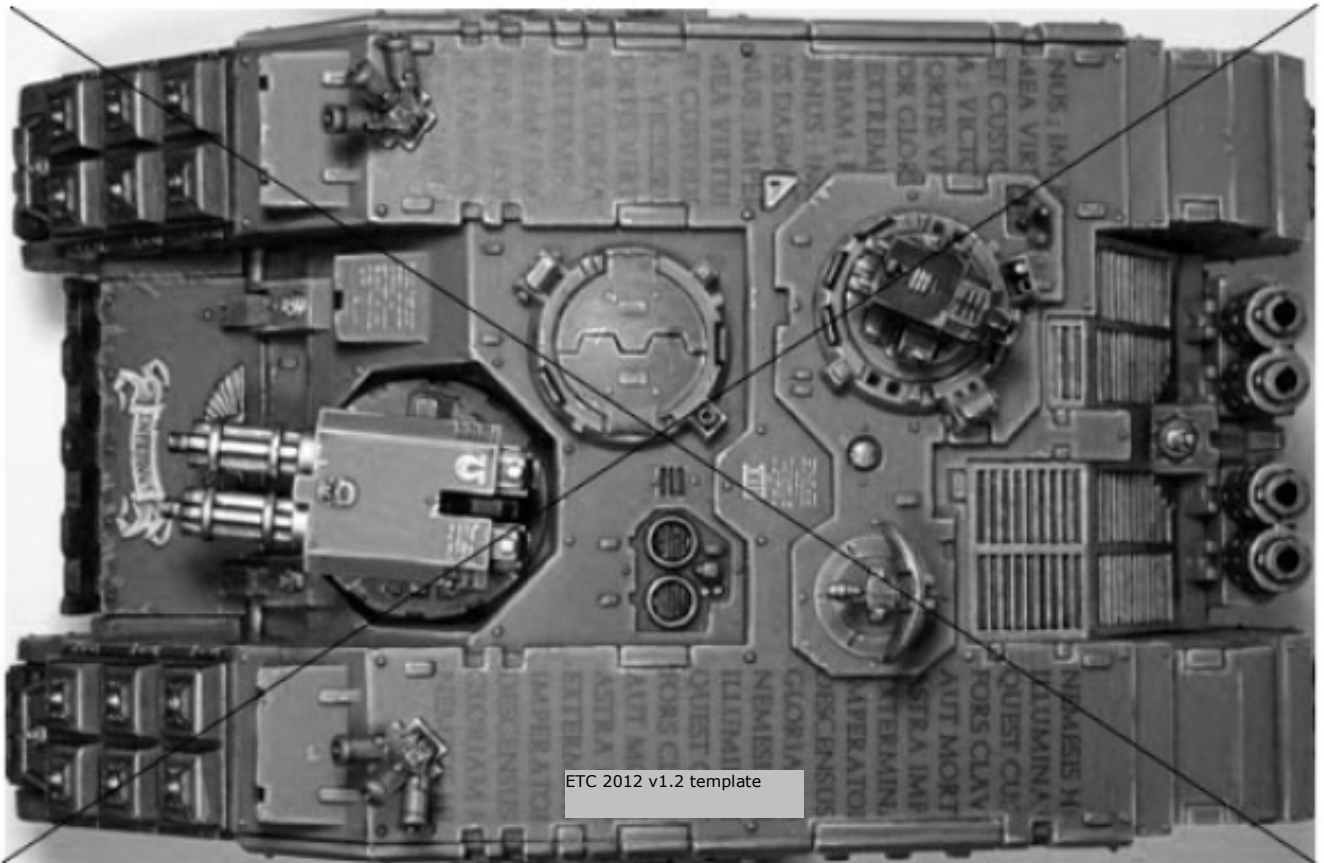
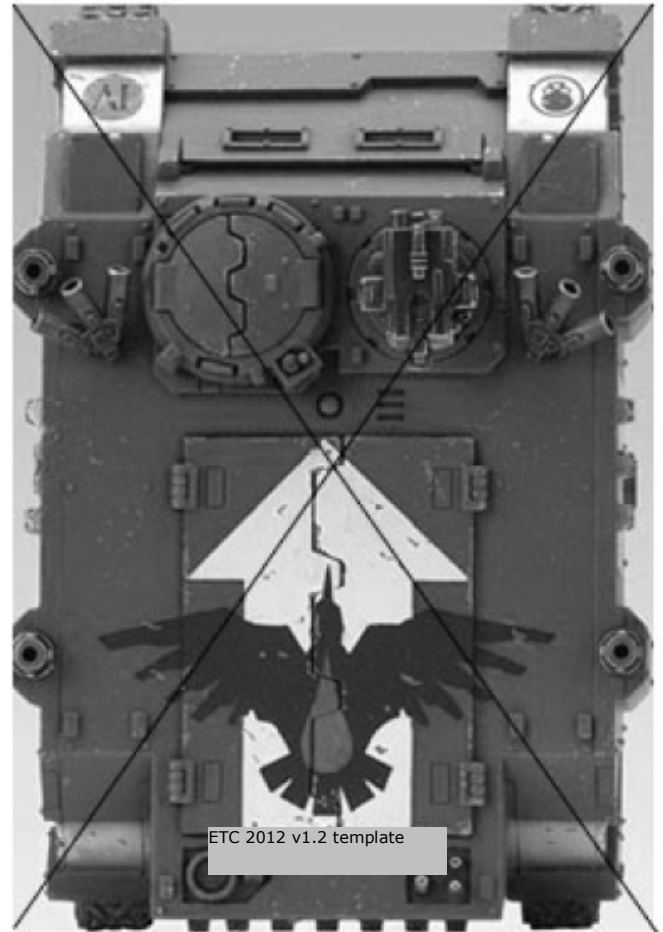
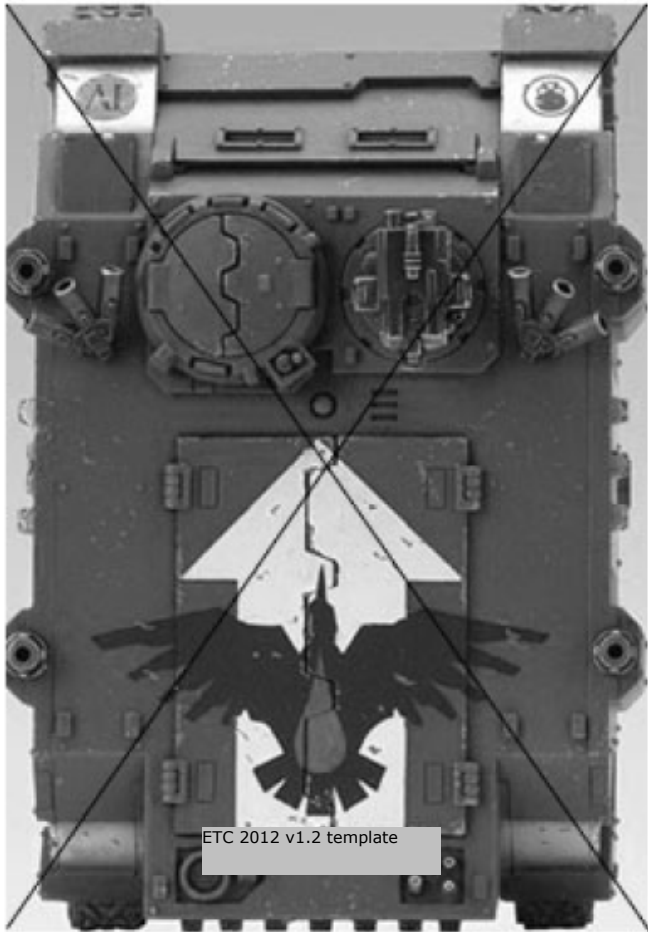


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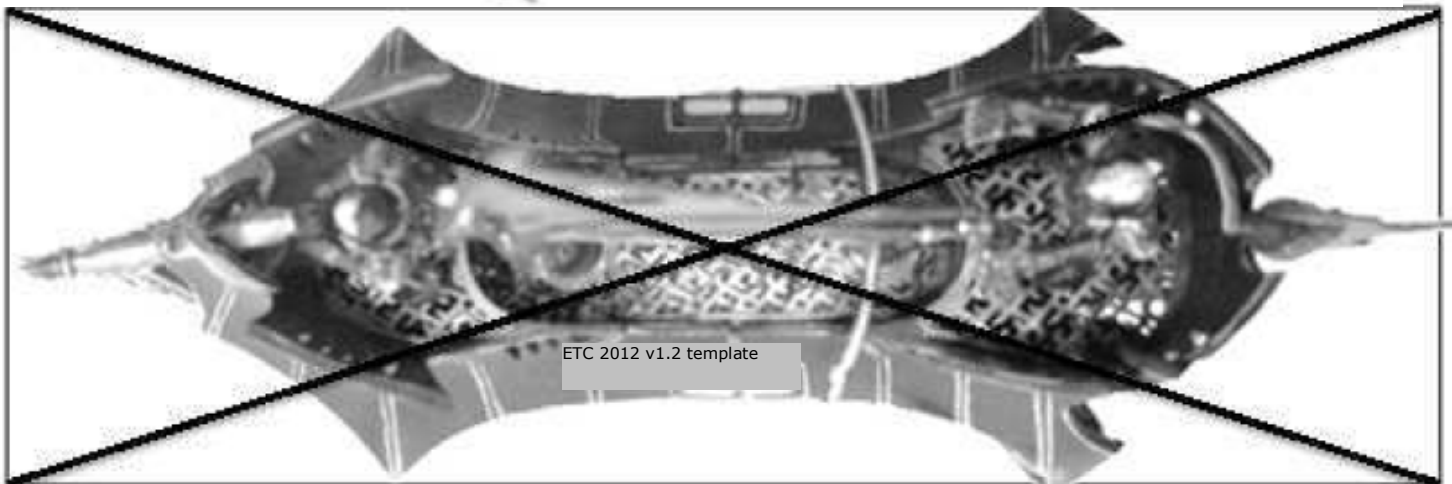
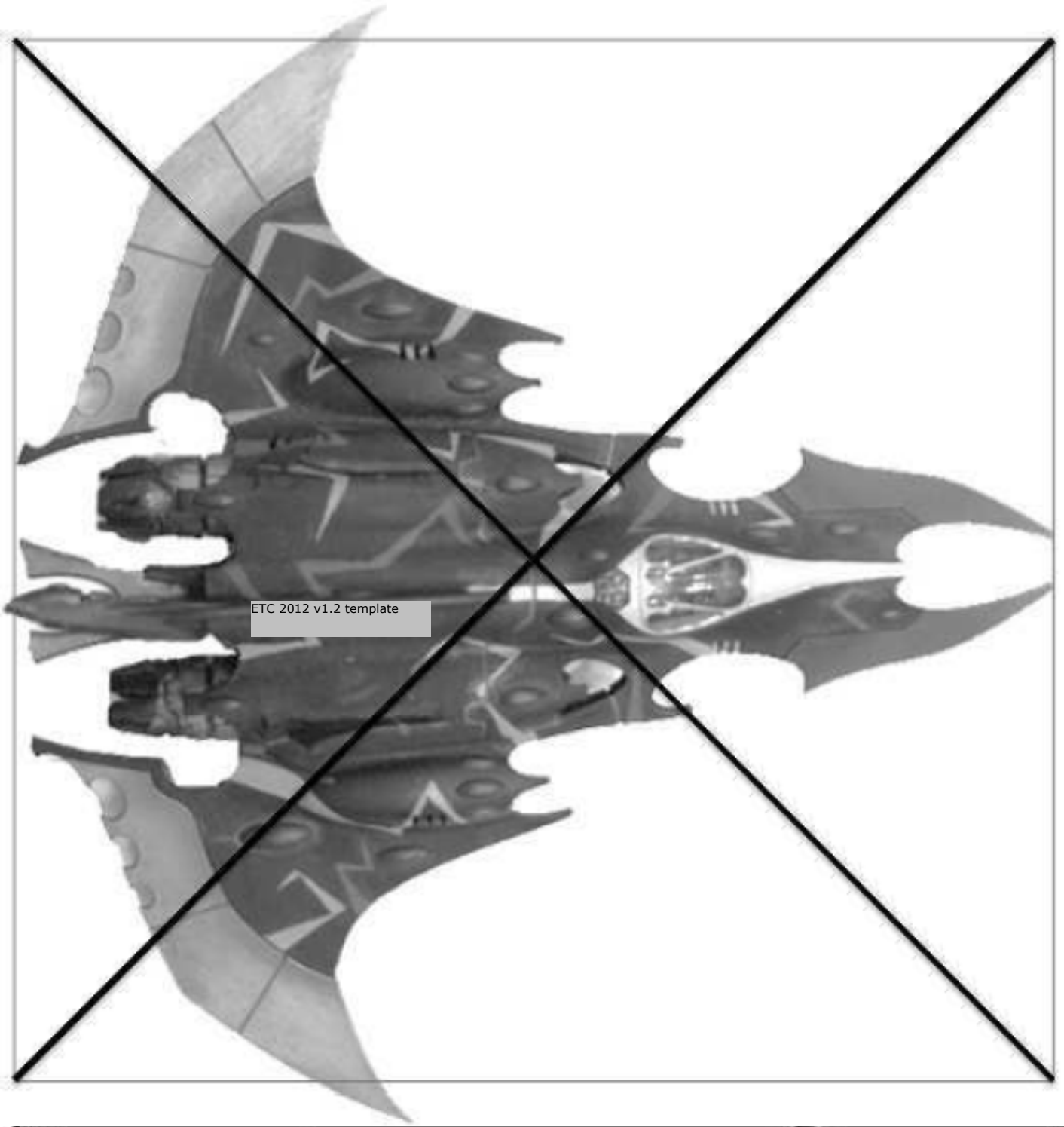
## 23 VEHICLE TEMPLATES

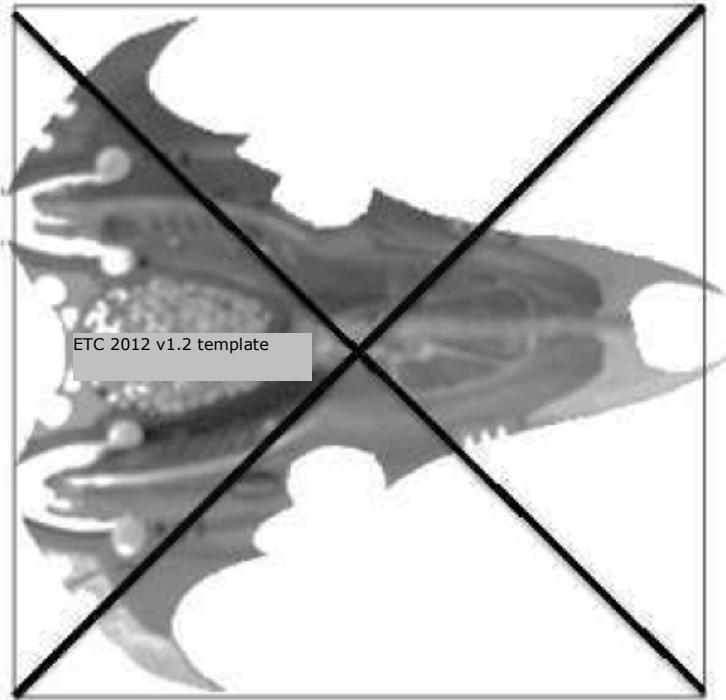
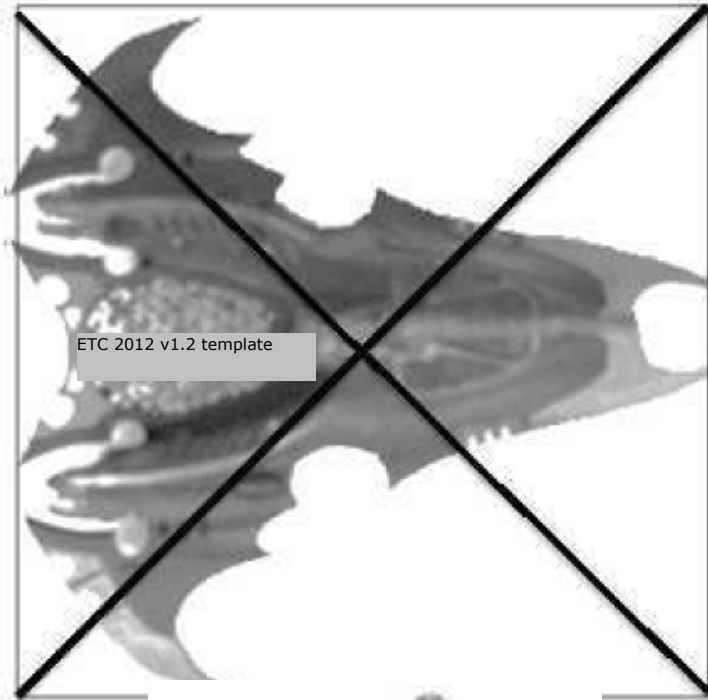
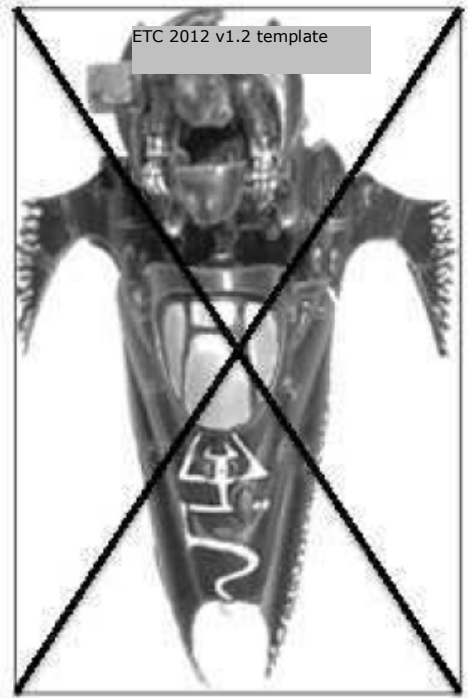
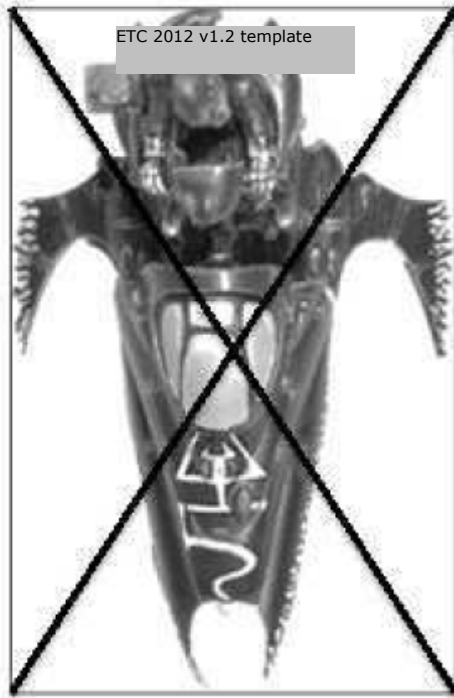
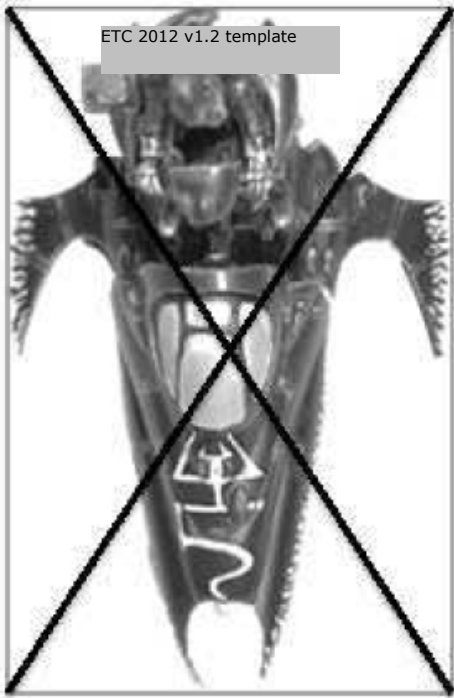
We recommend the use of the following templates when it is difficult to decide the facings involved in a particular situation. Hold the template above the vehicle, or replace the vehicle with the template in order to precisely determine facings (remember to carefully mark a model's position with dice or any other mean before removing it in order to precisely put it back in place). The templates can also be used to mark vehicle craters resulting from explosion.









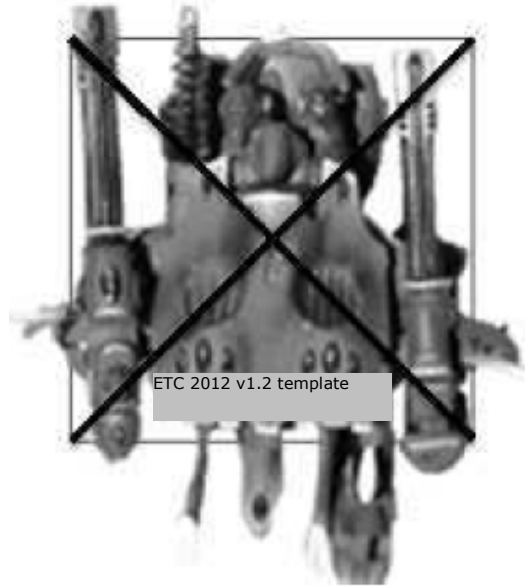


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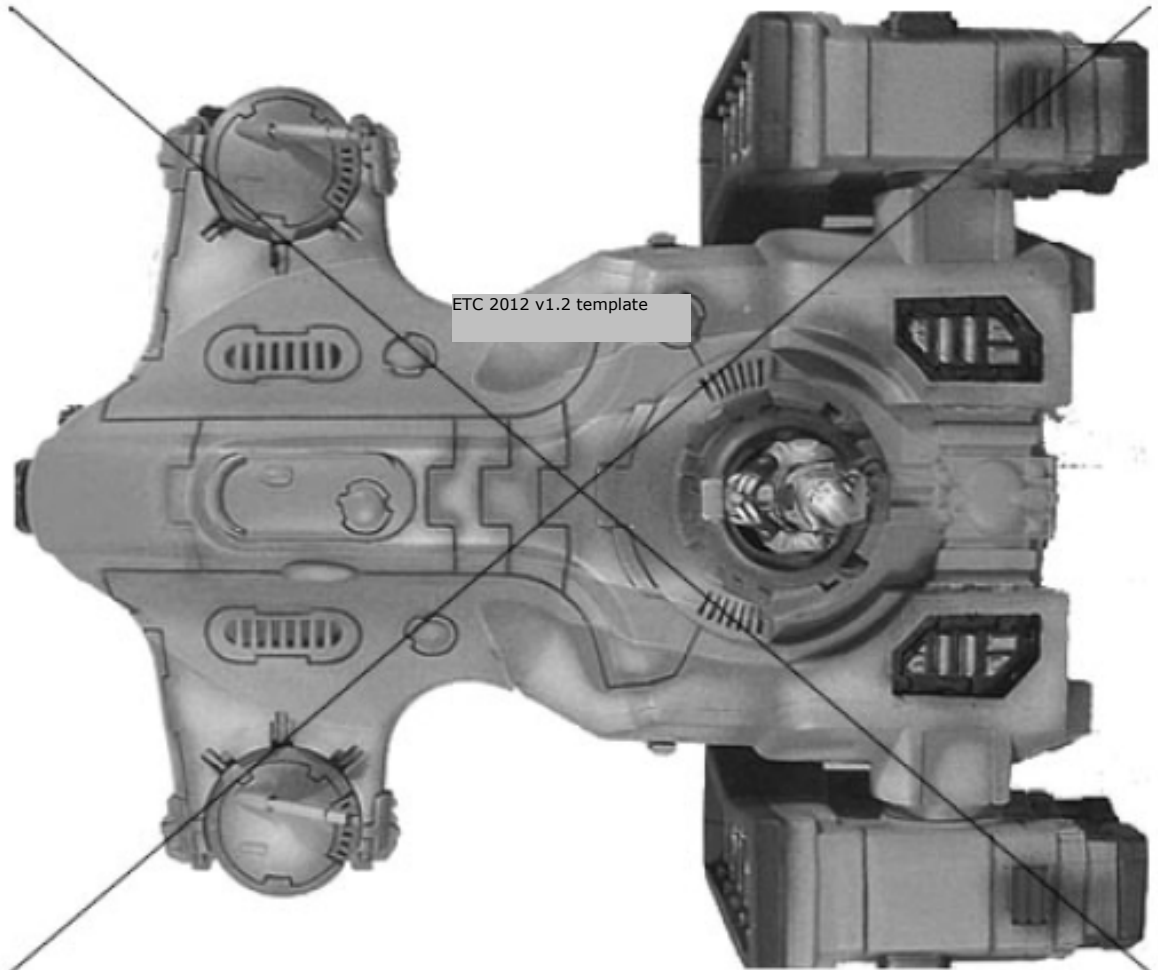
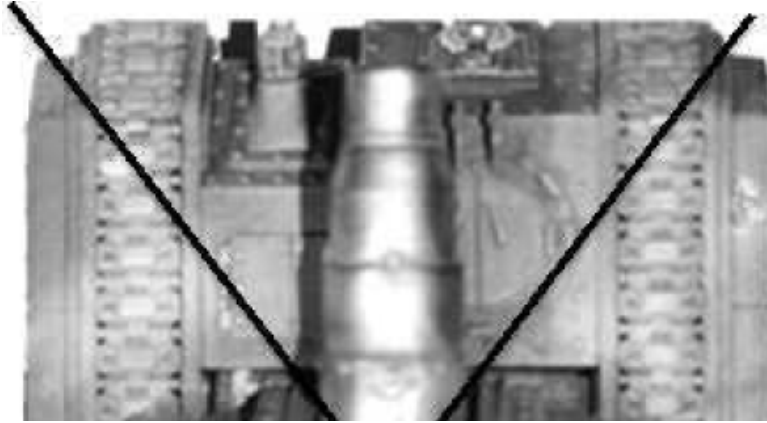
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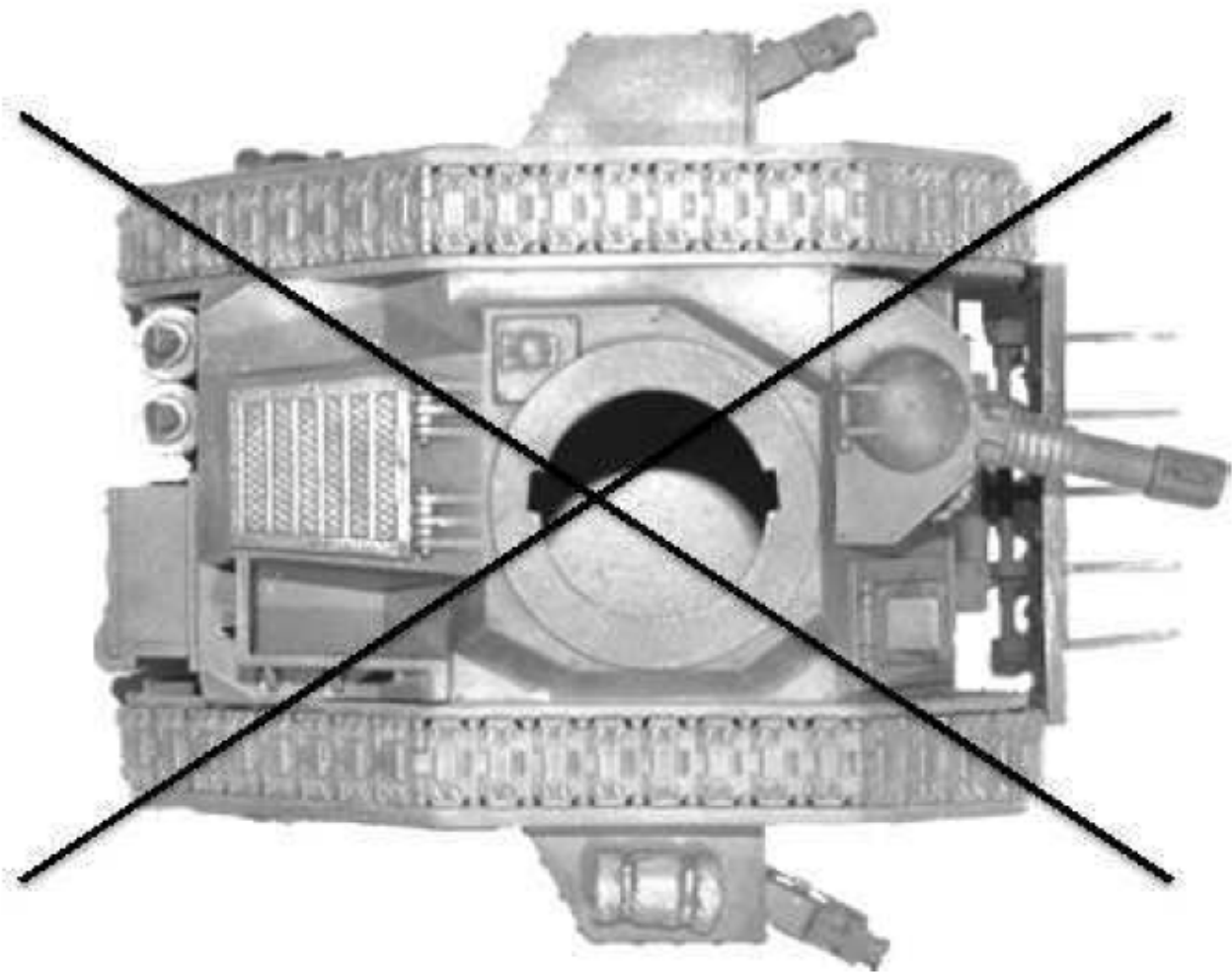
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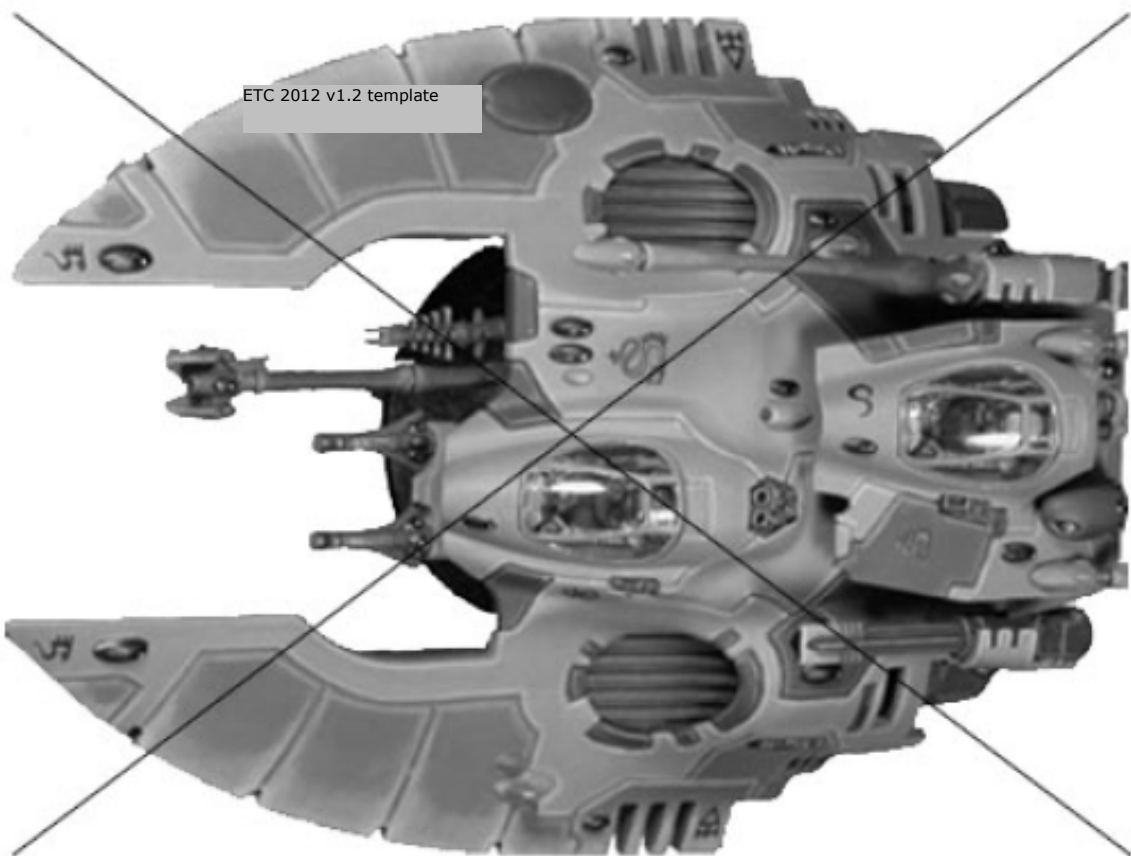
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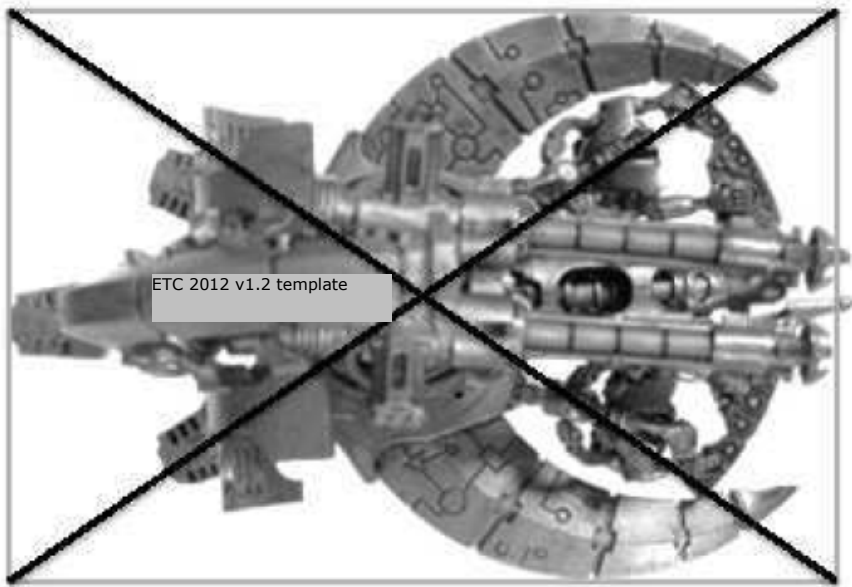


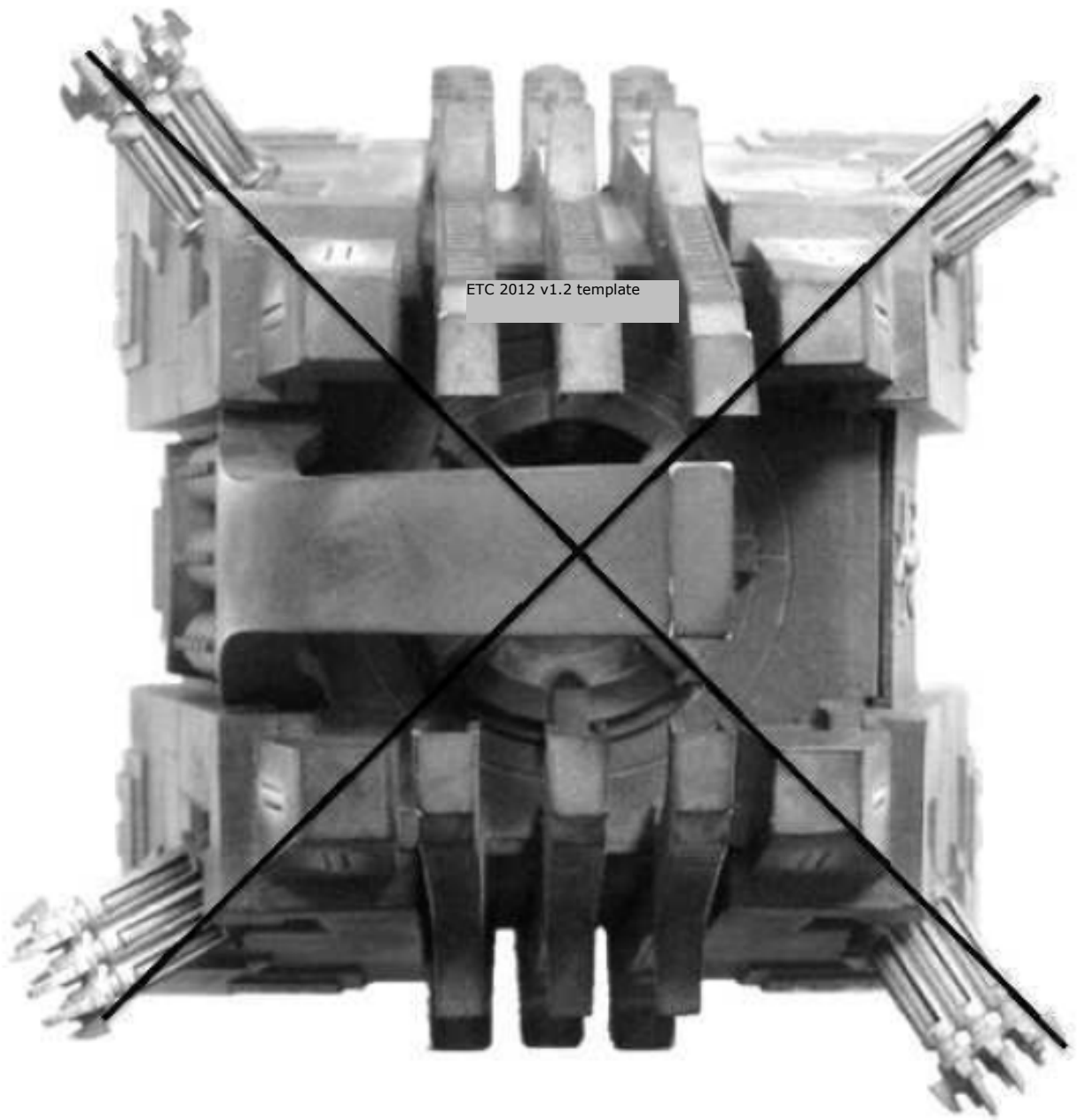
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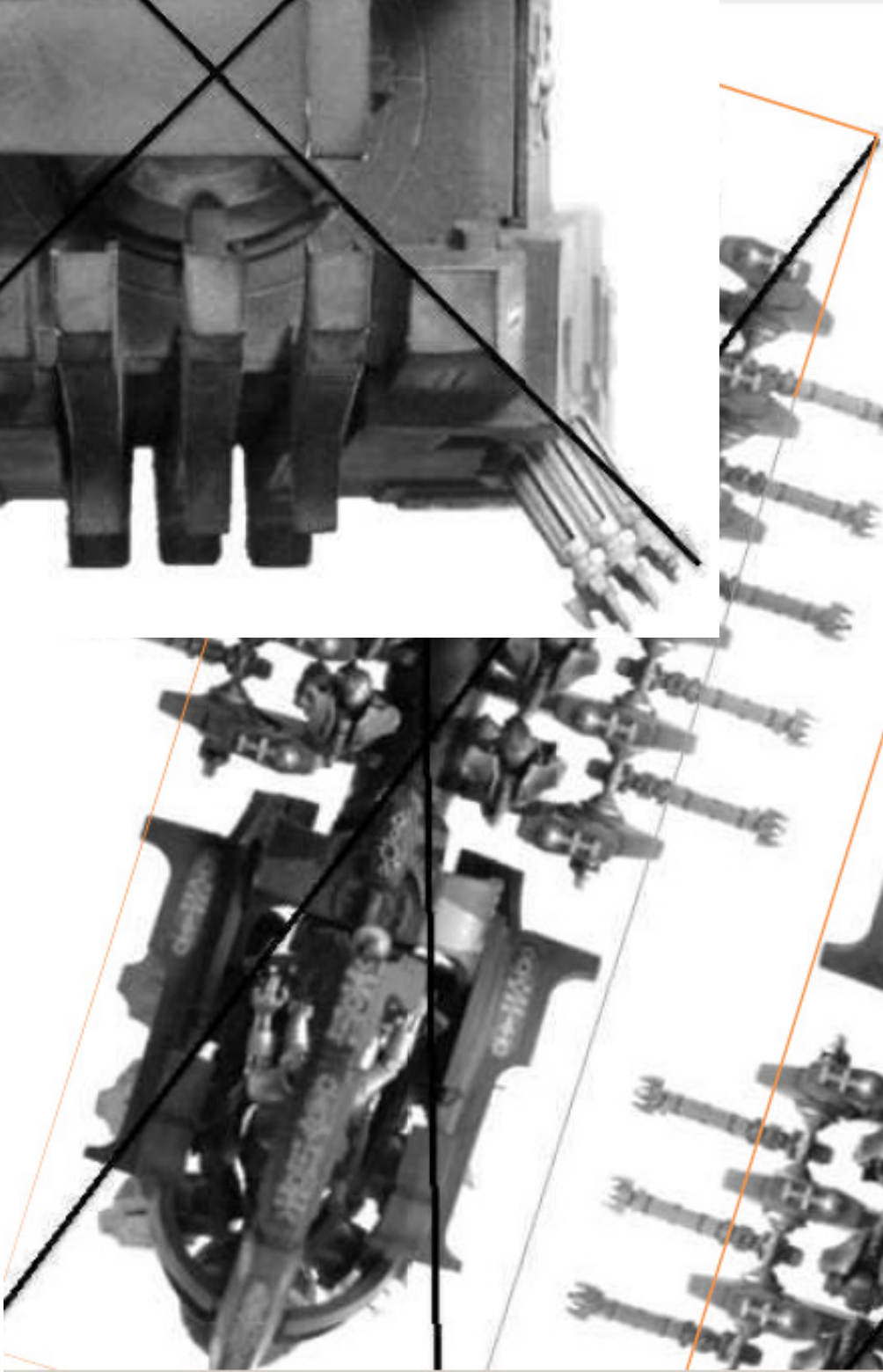


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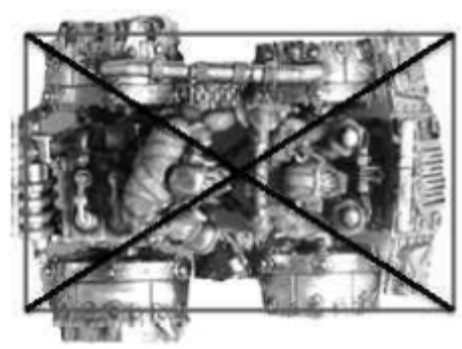
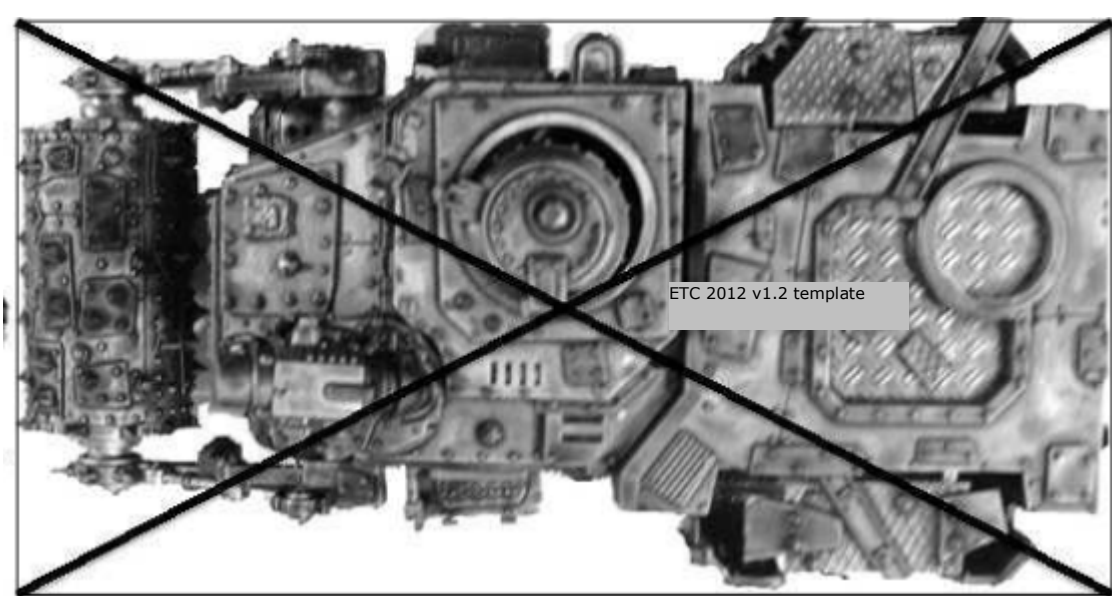
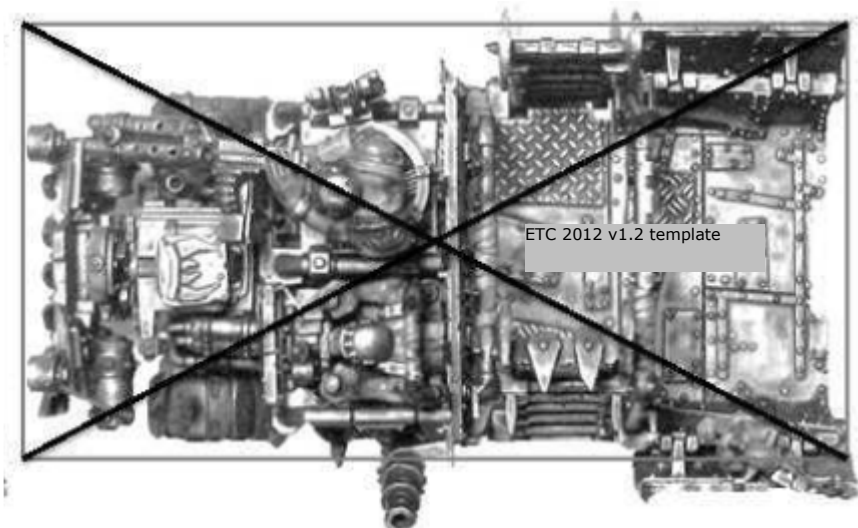


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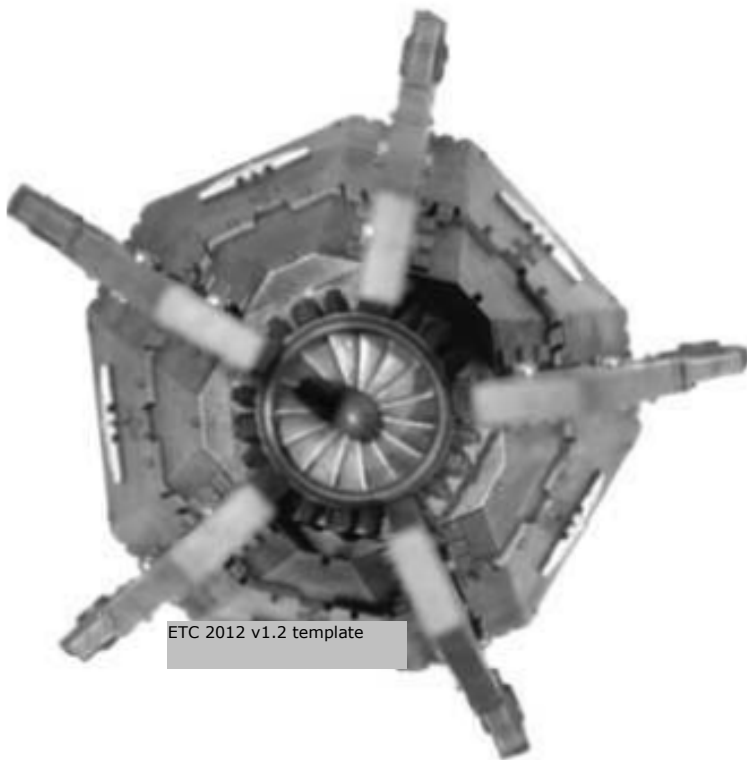


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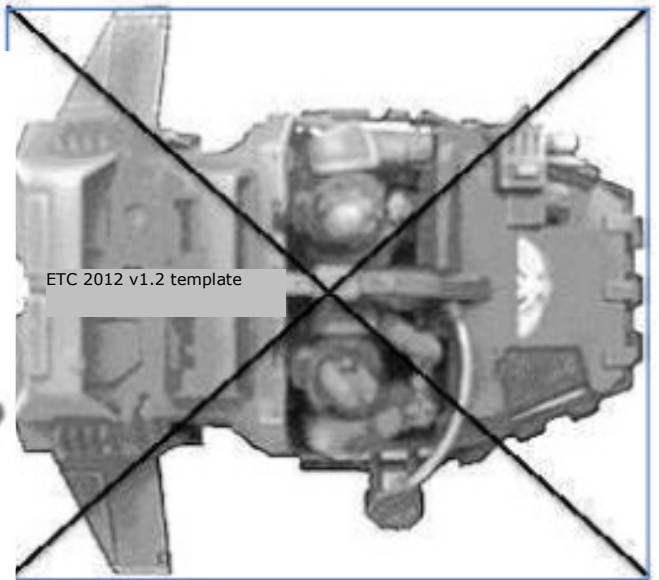




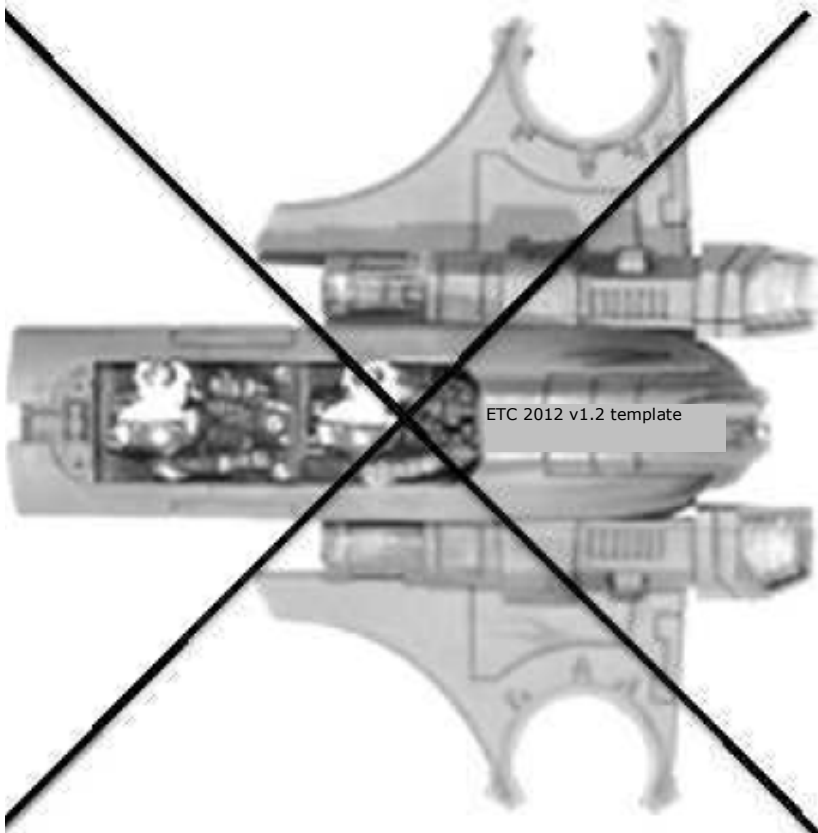




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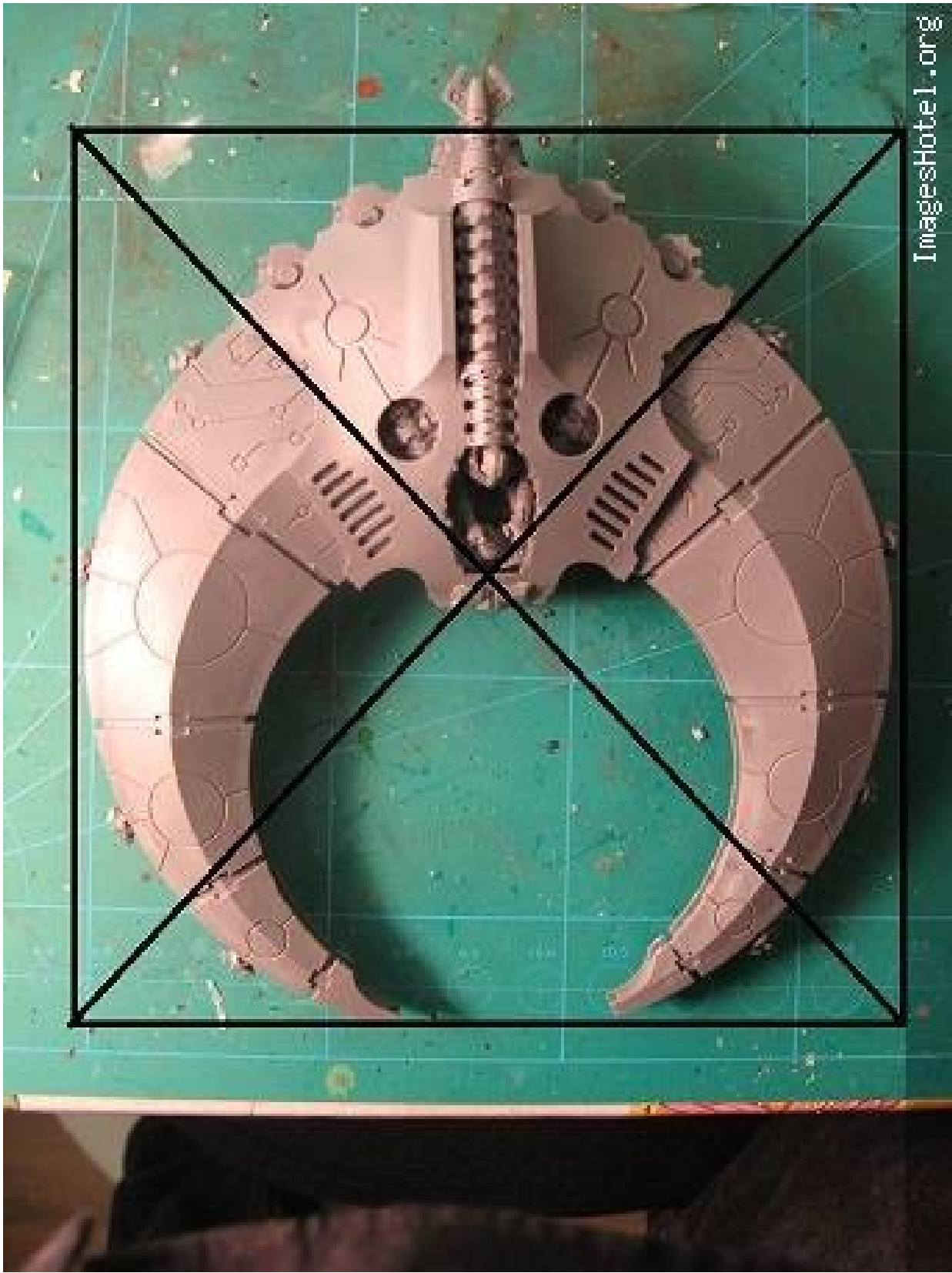


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# 24 MARKER TEMPLATES



Tau, Chaos Space Marine and Chaos Daemon players making use of markerlights, boon of mutation gifts and greater/lesser/exalted rewards need to have the appropriate tokens or markers handy to clearly distinguish things for their opponents. Feel free to Download and use the tokens from Wobbly Model Syndrome if you don't have the resources to make them for yourself. Players playing without CLEAR tokens of any kind will be automatically written down for a yellow card offense.

<http://www.wobblymodelsyndrome.com/downloads.html>





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## **25 FILE HISTORY**

When a text is barred ~~like this~~ it means it is not used anymore and is left only to allow players to follow the evolution of clarifications over the years and the various official FAQs and model release.

v0.9 : Compiled on the 2013/01/13 by chtiofonce. Special thanks to major contributors Niraco, Misiu, Yen and Tomepnk, as well as to all those who provided questions, answers and inputs.

v0.91 : Compiled on the 2013/03/03 by chtiofonce. Special thanks to major contributors Niraco, Yen and Tomepnk, as well as to all those who provided questions, answers and inputs, and the Bay Area Open FAQ team from which some items were directly re-used. Changes related to this version are [in blue colour](#).

V1.0 : Compiled on 2013/06/21 by Tomepnk, Niraco and chtiofonce. Changes related to this version are in [green colour](#).

