Although we strive to ensure that our rules are perfect, sometimes mistakes do creep in, or the intent of a rule isn’t as clear as it might be. These documents collect amendments to the rules and present our responses to players’ frequently asked questions. As they’re updated regularly, each has a version number; when changes are made, the version number will be updated, and any changes from the previous version will be highlighted in magenta. Where a version number has a letter, e.g. 1.1a, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

**ERRATA**

**Page 177 – Moving**  
Change the second paragraph to read:  
‘If the datasheet for a model says it can **fly**, then during the Movement phase it can move across models and terrain as if they were not there.’

**Page 178 – Re-rolls**  
Change this paragraph to read:  
‘Some rules allow you to re-roll a dice roll, which means you get to roll some or all of the dice again. If a rule allows you to re-roll a result that was made by adding several dice together (e.g. 2D6, 3D6, etc.) then, unless otherwise stated, you must roll all of those dice again. You can never re-roll a dice more than once, and re-rolls happen before modifiers (if any) are applied.’

**Page 179 – Choose Unit to Shoot With**  
Change the fourth sentence to read:  
‘Unless otherwise noted, each model in the unit attacks with all of the ranged weapons it is armed with – if a model in the firing unit has any weapons that can only be used once per battle, you can choose whether or not the model will fire that weapon.’

**Page 179 – Choose Ranged Weapons**  
Change the last sentence of the first paragraph to read:  
‘In either case, at the same time that you choose targets for the shooting unit’s attacks, you must declare how you will split the shooting unit’s shots; then resolve all the shots against one target before moving on to the next.’

**Page 181 – Ignoring Wounds**  
Add the following as a boxout on this page:  
‘**Ignoring Wounds**  
Some units have abilities that allow them to ignore the damage suffered each time it loses a wound (e.g. Disgustingly Resilient, The Flesh is Weak and Tenacious Survivor). If a model has more than one such ability, you can only use one of those abilities each time the model loses a wound.’

**Page 182 – Choose Targets**  
Change the second sentence of the second paragraph to read:  
‘In either case, at the same time that you choose targets for the unit’s close combat attacks, you must declare how you will split the unit’s close combat attacks; then resolve all attacks against one target before moving on to the next.’

**Page 183 – Choose Melee Weapon**  
Change the second sentence to read:  
‘In addition to their other weapons, all models are assumed to be equipped with a close combat weapon, which has the following profile:’

**Page 183 – Close combat weapon**  
Change the AP characteristic to read ‘0’.

**Page 183 – Embark**  
Change the first sentence to read:  
‘If all models in a unit end their move within 3” of a friendly transport in the Movement phase, they can embark within it.’

**Page 186 – The Warlord**  
Change the first sentence to read:  
‘Once you have mustered your army, nominate one of your models to be your Warlord (this cannot be a model with the Fortifications Battlefield Role).’

**Page 200 – Deployment**  
Change this paragraph to read:  
‘After terrain has been set up, the Defender sets up three of their units wholly within their deployment zone – one of these units must have the Troops Battlefield Role. The Attacker then selects three of their units to serve as their patrol and sets them up wholly within their deployment zone – one of these units must have the Troops Battlefield Role. All other units arrive later in the battle using the Reserves rules (pg 194).’
Pages 204 and 206 – Deployment
Change the penultimate sentence to read:
‘The Attacker then sets up as many of their units as they
wish wholly within their deployment zone.’

Page 214 – Organised Events
Replace this boxout with the one at the end of
this document.

Page 215 – Sudden Death
Change point 2 to read:
‘If at the end of any turn after the first battle round, one
player has no models on the battlefield, the game ends
immediately and their opponent automatically wins a
crushing victory. When determining if a player has any
units on the battlefield, do not include any units with
the Flyer Battlefield Role – these units cannot operate
within a combat airspace indefinitely and they cannot
hold territory without ground support. Furthermore, do
not include any units with the Fortification Battlefield
Role unless they have a unit embarked inside – even the
most formidable bastion requires a garrison if it is to
pose a threat.’

Pages 218, 219, 220, 221, 222, 223, 230, 231, 232, 233,
234, 235, 261 – Deployment
Change ‘A player’s models must be set up within their
own deployment zone’ to read:
‘A player’s models must be set up wholly within their own
deployment zone.’

Page 226 – Using Tactical Objectives
Add the following to the end of the paragraph:
‘Unless otherwise stated, a player controls an objective
marker if they have more models within 3” of the centre
of it than their opponent.’

Page 229 – 62, Witch Hunter
Change the rules text to:
‘Score 1 victory point if at least one enemy Psyker
unit was destroyed during this turn.

Page 242 – Battlefield Role Slots
Change the last sentence of the second paragraph
to read:
‘For example, in order to take a Battalion Detachment –
which you can see on the facing page – you must select
three units with the Troops Battlefield Role, and cannot
include more than six Troops units in the Detachment.’

Page 242 – Understrength Units
Change the second paragraph to read:
‘If you are using Power Ratings, you must still pay the
Power Rating cost as if you had a minimum-sized unit,
even though it contains fewer models. If you are using
points, you only pay the points for the models you
actually have in an understrength unit (and any wargear
they are equipped with). An understrength unit still
takes up the appropriate slot in a Detachment. If you are
playing a matched play game, you can only include an
understrength unit in an Auxiliary Support Detachment.’

Page 243 – Battalion Detachment, Command Benefits
Change this Detachment’s command benefits to read
‘+5 Command Points.’

Page 243 – Brigade Detachment, Command Benefits
Change this Detachment’s command benefits to read
‘+12 Command Points.’

Page 248 – Woods
Change the last sentence of the first paragraph of rules
text to read:
‘Other units only receive the benefit of cover if at least
50% of every model is obscured from the point of view
of the shooting model.’

Page 248 – Ruins
Change the first paragraph of rules text to read:
‘Unless they can Fly, Vehicles, Monsters, Cavalry
and Bikers can only be set up or end their move on the
ground floor of ruins.’

Change the third paragraph of rules text to read:
‘Infantry units that are entirely on or within a ruin
receive the benefit of cover. Other units that are entirely
on or within a ruin only receive the benefit of cover if at
least 50% of every model is obscured from the point of
view of the shooting model.’

Page 249 – Craters
Change the first paragraph of rules text to read:
‘Infantry units that are entirely within a crater receive
the benefit of cover.’

Page 249 – Barricades
Change the first sentence of rules text to read:
‘When a model targets an enemy Infantry unit that has
all of its models within 1” of a barricade, the target unit
receives the benefit of cover if the attacking model is
closer to the barricade than it is to the target.’

Page 250 – Imperial Statuary
Change the first paragraph of rules text to read:
‘Units within 3” of Imperial Statuary that are at least
25% obscured by it from the point of view of the
shooting model receive the benefit of cover.’

Page 265 – Deployment
Change the first paragraph to read:
‘After the battlefield has been created, the Defender
sets up their army wholly within their deployment zone.
The Attacker then sets up their army wholly within their
deployment zone.’

Page 269 – Deployment
Change the first paragraph to read:
‘The Defender sets up their army wholly within their
deployment zone. The Attacker then sets up their army
wholly within their deployment zone.’
Page 271 – Deployment
Change the penultimate sentence of the second paragraph to read:
‘Models must be set up wholly within their own deployment zone, more than 9” from the centre of the battlefield.

FAQs

GENERAL QUESTIONS

Q: Can I ever skip a phase, or part of a phase? For example, if my army contains no PSYKERS, can I skip my Psychic phase?
A: No. You must play out all of the phases in a turn, and all parts of each phase. In the example you give, your opponent may have rules or Stratagems that are used in your Psychic phase, and so you cannot skip it.

Q: If a unit has a Strength characteristic of ‘D’, but I need to use that characteristic to resolve a rule (e.g. shooting web pistols or webbers, the Death Grip Stratagem etc.) what value should I use?
A: Substitute the unit’s Toughness characteristic for its Strength characteristic for the purposes of resolving such rules.

Q: What does within 1” mean? Does it mean any distance up to 1”, or does it mean any distance up to and including 1”?
A: It means any distance up to and including 1”.

Q: Can you clarify what the difference is between ‘wholly within’ and ‘within’ for rules purposes?
A: If a rule says it affects units/models that are ‘wholly within’ then it only applies if the entire unit/model is within. If it just says ‘within’, however, then it applies so long as any part of the unit/model is within.

For example, units gain the benefit of cover if every model in the unit is either on or within terrain. So long as all the models in that unit are either on or partially within the terrain, they gain the benefit of cover.

Q: When a rule refers to the ‘nearest’ unit/model, and two are equidistant, who decides which is the nearest?
A: Unless stated otherwise, the player controlling the unit that is using the rule decides.

For example, if a psyker manifested the Smite psychic power, and two enemy units were both exactly 4” away, the player controlling the psyker could choose which is the ‘closest’ and hence which suffers damage from the power.

Similarly, in your Shooting phase an enemy CHARACTER and another enemy unit were both exactly 10” away from your firing model, you could choose which is the closest before resolving the shots – so you could choose to shoot the Character if you want. If two enemy Characters are equidistant from a firing model (and there is no other closer enemy unit) then the firing model’s controller can choose which of the two Characters is closest before resolving the model’s shots. Note that it cannot choose for them both to be the closest, so cannot split its fire between the two.

If neither player controls the origin of the rule in question (e.g. if a mission’s rules include gigantic rocks that are crashing indiscriminately into the battlefield) then the players should roll off. Whoever wins decides which unit/model is nearest.

Q: Can I set up a unit, or finish any sort of move with a unit, so that its models form several separate groups (where each group consists of models from that unit that are within 2” horizontally and 6” vertically of at least one other model from their group)?
A: No. The unit must set up or finish any sort of move as a single group.

Q: If one of my units shoots an enemy unit in which only one model is visible, and I resolve the attacks one at a time, slaying that model before I have resolved all of my unit’s attacks, what happens to the rest of the attacks – are they wasted?
A: No. You determine the number of attacks the firing unit will make against the target unit before any of those attacks are made (i.e. before any hit rolls are made). If you are resolving these attacks one at a time and your opponent removes the only visible model as a casualty, you still continue to resolve the remainder of the firing unit’s attacks against that target.

Q: For rules that modify a weapon’s characteristic(s), if that characteristic is a random value, how is the modification applied? For example, if a rule increases a weapon’s Damage characteristic by 1, and the weapon’s normal Damage characteristic is ‘D3’, what is its modified characteristic?
A: Any such modification is applied after the random result is rolled. In the example given, the modified characteristic would be D4+1.

Q: Can a unit fire Overwatch at a CHARACTER if, when it declares its charge at them, there are other visible enemy models that are closer?
A: Yes.

Q: Can I use the Command Re-roll Stratagem to retroactively re-roll a dice? For example, if I take a Psychic test, and then my opponent successfully Denies the Witch, could I use the Stratagem to try and increase the result of the original Psychic test?
A: No. You must use the Stratagem as soon as you have rolled your dice, before anything else occurs.

Q: Do units that are not INFANTRY (VEHICLES, MONSTERS, etc.) gain the benefit of cover from woods, ruins etc. if they are at least 50% obscured by that piece of terrain but are not actually on or within it?
A: No. Unless they are INFANTRY, such a unit must meet the two following conditions to gain the benefit of cover:

- All of its models must be either on or within the terrain.
- The unit must be at least 50% obscured from the point of view of the firer (note that it doesn’t matter what is obscuring the target, only that it is obscured).

WARHAMMER 40,000 RULEBOOK
Q: If a rule allows me to re-roll Damage rolls of 1, and the Damage characteristic for a weapon is D3, do I re-roll the D6 rolls of 1 and 2 (which are halved to get the D3 result) or only the original D6 rolls of 1?
A: In this case, you re-roll the D3 result (so you re-roll rolls of 1 or 2 made on the D6).

Q: Two enemy Infantry units are within 1" of each other and in the same piece of terrain. Do they both receive the benefit of cover against shooting attacks made with Pistols by the other unit?
A: Yes.

Q: If my unit, which is equipped with Pistols, is within 1" of an enemy unit in the Shooting phase, but the closest enemy unit to some of the models in my unit is actually another enemy unit (i.e. not the enemy unit that is within 1" of my unit), which unit do those models shoot at?
A: Each individual model in your unit can shoot its Pistols at the closest enemy unit, whether it is the unit within 1" of the firing model’s unit or not (in such circumstances, the firing model can shoot the closest unit even if other friendly units are within 1" of it).

Q: In the narrative play missions that use the Reserves mission rule, what happens with units such as Terminators that have abilities that allow them to be set up on the battlefield mid-battle? Can they be set up at the end of any Movement phase, as indicated by the ability, or can they only do so when they arrive from Reserves?
A: If the unit is deployed somewhere other than the battlefield (for instance, in a teleportarium chamber) then it is only set up on the battlefield when it arrives from Reserves.

Q: Some rules allow me to add models to a unit during the battle (e.g. the Poxwalker’s Curse of the Walking Pox ability). Where are those models set up?
A: Unless otherwise stated, these new models are placed anywhere that is more than 1" from any enemy model and still within unit coherency of a model in its own unit that was itself on the battlefield at the start of the phase in which the new model was created. Note that if you cannot set up a new model on the battlefield because there is no room, it is simply not set up.

Q: Is it possible to use a Stratagem from one codex to target a unit from another?
A: Yes, so long as the unit the Stratagem is being used on has the appropriate keywords (note that the Stratagems in Codex: Daemons and Codex: Tyranids are specific exceptions to this, as discussed in the relevant FAQs and Errata).

For example, you can use the Tide of Traitors Stratagem from Codex: Chaos Space Marines on a unit of Cultists from a Death Guard Detachment (from Codex: Death Guard) if your army has both an Alpha Legion Detachment and a Death Guard Detachment in a single Battle-forged army.

Also note that the only requirement to have access to Stratagems is that you have a Detachment of the appropriate Faction.

Q: For the purposes of the Strategic Discipline matched play rule, are Stratagems with identical names that appear in different codexes (e.g. Veterans of the Long War, which is a Stratagem in Codex: Chaos Space Marines, Codex: Death Guard and Codex: Thousand Sons) considered to be the same Stratagem?
A: Yes. This means that, in matched play games, such Stratagems can only be used once per phase regardless of their source. For example, if you use the Veterans of the Long War Stratagem from Codex: Chaos Space Marines, you cannot in the same phase also use the Veterans of the Long War Stratagem from either Codex: Death Guard or Codex: Thousand Sons.

Q: For the purposes of the Tactical Reserves matched play rule, do units that act separately after they have been set up (e.g. Mek Gunz and their Grot Crew, T’au Battlesuits and their Drones, units that have the Vehicle Squadron ability, etc.) count as being a single unit, or several units?
A: Such units are a single unit for the purposes of the Tactical Reserves rule.

Q: If both players have Stratagems or abilities that are used ‘at the beginning of the first battle round but before the first turn begins’ (for example, if both players use the Forward Operatives Stratagem from Codex: Chaos Space Marines), who resolves their abilities first?
A: Unless the rule in question says otherwise, the players roll off and, starting with the winner, alternate resolving such rules one at a time.

Q: The rules for Advancing state that you roll a dice and add the result to the Move characteristic of the models in the unit for that Movement phase. If, for whatever reason, I am able to Advance and then move normally with a unit in the same Movement phase, does the number I added to the unit’s Move characteristic when it Advanced still apply when I make the normal move with the unit? For example, I have a unit whose Move characteristic is 6”. It Advances, and I roll a 6, adding that to its Move characteristic to make 12”. If it moves again in the same phase, its Move characteristic is still 12”, so can it move up to 12” when making this move?
A: Yes. Note that a unit cannot Advance more than once in the same Movement phase, so the Move characteristic of a unit can only be modified once in this manner.

Q: If a unit with a minimum Move characteristic is affected by an ability which changes its Move characteristic, do I change both its minimum and maximum Move characteristics?
A: Yes. For example, an undamaged Hemlock Wraithfighter has a Move characteristic of 20”-60”. If it was affected by the Doombolt psychic power, in the following Movement phase, it’s Move characteristic would be 10”-30”.
Q: If a Stratagem instructs you to select a unit from your army at the start of the turn, can I choose one that is not yet on the battlefield (because it was, for example, set up in a teleportarium chamber during deployment)?
A: No, unless the Stratagem specifically says otherwise.

Q: If I set up a unit on the battlefield as reinforcements at the end of my Movement phase, can I then use any Stratagems that are used ‘during your Movement phase’?
A: No, unless the Stratagem specifically says otherwise.

Q: If you use a Stratagem to remove a model from the battlefield and set it up again, does the model retain any persistent effects (for example, a bonus to one of its characteristics as a result of an ability)?
A: No.

Q: If I use a Stratagem such as Auspex Scan or Forewarned to shoot with a unit ‘as if it were the Shooting phase’, does the restriction on not being able to target an enemy Character with a Wounds characteristic of 10 or less apply, even though that Stratagem is being used in the Movement phase?
A: Yes.

Q: When a unit is chosen to make a charge move and fails the charge, do they still count as having charged? Specifically, can a unit that has failed a charge move be chosen to pile in – and potentially consolidate – towards the enemy?
A: A unit only counts as having charged if they made a charge move. If a charge fails, and no models make a charge move, they do not count as having charged. As such, they cannot be chosen to fight in the Fight phase (and so cannot pile in or consolidate) unless an enemy unit moves within 1” of them.

Q: Can you perform Heroic Interventions in your opponent’s charge phase even if they did not declare any charges that phase?
A: Yes.

Q: Can you ever perform a Heroic Intervention during your own turn?
A: No.

Q: If a unit declares a charge against an enemy unit that is entirely on the upper level of a terrain feature such as a ruin, Sector Mechanicus structure, etc., but it cannot physically end its charge move within 1” of any models from that unit (either because there is not enough room to place the charging unit, or because the charging unit is unable to end its move on the upper levels of that terrain feature because of the expended terrain rules for it – as with ruins, for example), does that charge fail?
A: Yes.

**REINFORCEMENTS**

Q: If a rule creates a new unit during the battle in a matched play game and adds them to my army, must I pay for the unit with my reinforcement points?
A: Yes (unless the rule itself says otherwise). If you don’t have enough reinforcement points, you cannot add that unit to your army.

Q: What about rules that transform one model into another model – such as turning an enemy Character into a Chaos Spawn; do I still need to pay reinforcement points to add the Chaos Spawn to my army?
A: Again, yes (unless the rule itself says otherwise).

Q: What about rules that add models to existing units; do I need to pay reinforcement points for those models?
A: No (unless the rule itself says otherwise or adding the models would take the unit above its starting size).

The rules for reinforcements say that when a unit is set up on the battlefield as reinforcements, it cannot move or Advance further that turn, but can otherwise act normally (shoot, charge, etc.).

Q: Can such a unit make a charge move? Can it pile in and consolidate?
A: Yes to both questions – the unit can declare a charge and make a charge move, and if it is chosen to fight, it can pile in and consolidate.

Q: Can such a unit move or Advance for any other reason e.g. because of an ability such as The Swarmlord’s Hive Commander ability, or because of a psychic power such as Warptime from the Dark Hereticus discipline, or because of a Stratagem like Metabolic Overdrive from Codex: Tyranids, etc.?
A: No.

Some rules – such as Early Warning Override in Codex: T’au Empire, the Ever Vigilant Stratagem in Codex: Adeptus Custodes, and the Auspex Scan Stratagem in Codex: Space Marines – allow units to shoot at enemy units that have just arrived on the battlefield as reinforcements, as if it were the Shooting phase.

Q: If the unit arriving as reinforcements is a Character, can the firing unit shoot at it even if it is not the closest enemy unit?
A: No – unless the firing unit is using a weapon that allows them to target a Character even if it is not the closest enemy unit. This takes place ‘as if it were the Shooting phase’, so all the normal restrictions of the Shooting phase still apply.

Q: If the unit arriving as reinforcements has another unit embarked inside it which must disembark after it has been set up (such as units embarked within a Drop Pod, or a Tyrannocyte), can the firing unit shoot at the unit as it disembarks?
A: No – though the unit can shoot at the Drop Pod/Tyranocyte before the units inside disembark.

**TRANSPORTS**

Q: Where Detachments say that you may include 1 Dedicated Transport for each other choice, what does that mean?
A: It means that for each unit you include in the Detachment that does not have the Dedicated Transport Battlefield Role, you can include one Dedicated Transport.
UNIT AND WEAPON ABILITIES

Q: If I have a weapon that can target enemy units that are not visible to the firer (such as a mortar), can I shoot at an enemy CHARACTER that has a Wounds characteristic of less than 10 if it is not the closest enemy model?

A: No.

Q: Can abilities that are used 'instead of shooting', such as Smoke Launchers, be used if the model using them has Fallen Back, Advanced or has enemy models within 1" of it?

A: Yes. A model can use such an ability so long as it does not shoot – it does not matter whether this is because the model cannot shoot or it chooses not to.

Q: Can abilities that are used ‘instead of shooting’ by a unit that has a Wounds characteristic of less than 10 if it is not the closest enemy model?

A: No.

Q: Can units embark inside a transport in a phase other than the Movement phase, such as when they are using the Fire and Fade Stratagem from Codex: Craftworlds, or when a unit performs a Soulburst action to move again?

A: No, unless the rule in question specifically states that the unit can embark inside a TRANSPORT.

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A: No.
Q: If a unit uses a rule that removes them from the battlefield and then sets them up again, such as the Teleport Homer ability or the Gate of Infinity psychic power, does that unit count as having moved for the purposes of moving and firing Heavy weapons?
A: Yes.

Q: If a unit starts its Movement phase within 1" of an enemy, can it use a rule that removes them from the battlefield and then sets them up again, such as the Teleport Homer ability or the Gate of Infinity psychic power?
A: Yes.

Q: If a unit starts its Movement phase within 1" of an enemy unit but elects to remain stationary, but subsequently uses a rule that removes them from the battlefield and then sets them up again, such as the Teleport Homer ability or the Gate of Infinity psychic power, is it considered to have Fallen Back this turn?
A: No.

Q: If a weapon such as a rail rifle has an ability that can inflict a mortal wound on the target in addition to the normal damage, but the ‘normal damage’ is subsequently saved, does the target still suffer the mortal wound?
A: Yes. Note that if the ‘normal damage’ was not saved, the wound would be allocated on the target unit first (and any resulting damage inflicted) before the mortal wound was inflicted.

Q: Some abilities and Stratagems confer extra bonuses each time a hit roll of, for example, 6+ is rolled. If a weapon has an ability that says ‘this weapon automatically hits its target’, do I still roll the hit rolls for those attacks in the hope of gaining such a bonus?
A: No, no hit rolls are made when resolving attacks with such weapons (and so they will never benefit from such a bonus).

Q: If a rule states that you can choose a unit to ‘fight again’, what does this mean exactly?
A: Repeat the entire Fight phase for that unit – i.e., choose to fight with the unit, pile in with that unit, choose its target, choose its melee weapon, resolve its close combat attacks, then consolidate with it.

Q: If a unit has an ability that allows it to fight twice in the Fight phase (e.g. Berzerkers), at what point during the Fight phase do they fight for the second time?
A: Treat each time the unit is able to fight as a separate unit selected to fight for all purposes.

So, if such a unit charged this turn, it will fight both times before any units that did not charge. If the unit did not charge this turn, then, after all units that did charge have fought, you can select this unit to fight with, then your opponent can select a unit to fight with, then you can select your unit to fight with for the second time (you need not consecutively use both of the unit’s opportunities to fight – unless of course there are no other eligible units to select to fight with).

Q: If a unit that can fight twice in the Fight phase charges one enemy unit and destroys it during their first ‘fight’ in the subsequent Fight phase, and then consolidates into a second enemy unit, can they then attack that unit during their second ‘fight’?
A: The charging unit can only make attacks against the second unit if it also declared a charge against it in its charge phase.

Q: If a unit has an ability that allows it to ‘shoot twice’ (e.g. Maugan Ra’s Whirlwind of Death ability, or an Aggressor Squad’s Fire Storm ability), do I need to shoot the same target each time or can I choose different targets? Do I need to resolve these two shooting attacks back to back?
A: Unless otherwise stated, you can shoot different targets each time it shoots. The attacks are resolved back to back – resolve the first shooting attack completely before resolving the second.

Q: If an ability instructs me to resolve an attack with a different characteristic (e.g. a Culexus Assassin’s Etherium ability) does this happen before or after any other modifiers that also apply to that characteristic (e.g. the Drukhari Serpentin Combat Drug)?
A: When resolving such an attack, change the relevant characteristic to the new value before applying any modifiers to that new value.

In the example above, the Weapon Skill of the model attacking a Culexus Assassin is treated as being 6+ because of the Etherium ability, but the Serpentin then boosts it to 5+.

Q: If a model is equipped with two chainswords, do they get to make 2 extra close combat attacks?
A: Yes (though both must be made with a chainsword).

Q: Can abilities such as Disgustingly Resilient be used to ignore wounds if they were inflicted by mortal wounds?
A: Yes.

Q: If a model has an ability that halves damage suffered (rounding up) such as Marneus Calgar’s Armour of Antilochus ability, how is that resolved when I am attacked by several attacks at once? Do I halve the total of all the damage suffered, or do I halve the damage inflicted by each attack separately?
A: Halve the damage suffered by each attack separately.

Remember that wounds are allocated one at a time. For example, if Marneus Calgar was wounded by four boltgun attacks (Damage characteristic 1) and each saving throw resulted in a failure, Calgar would suffer 0.5 wounds (which is rounded up to 1) four times, and would therefore lose 4 wounds.
Q: If an ability allows me to add 1 to saving throws, does it apply to both normal saving throws and invulnerable throws?
A: Yes, unless otherwise stated.

Remember that invulnerable saves are unaffected by the +1 bonus models receive to their saving throws for the benefits of cover.

Q: If a unit has an ability that allows it to attempt to Deny the Witch (e.g. the Flesh Hounds’ Collar of Khorne, or a Canoptek Spyder’s Gloom Prism), at what range can it attempt to Deny the Witch?
A: 24”.

Q: A chainsword has the following ability: ‘Each time the bearer fights, it can make 1 additional attack with this weapon’. If, for example, a Khorne Berzerker is armed with a chainsword and chainaxe, does he make two attacks with the chainaxe and then one additional attack with the chainsword, or does he have to split his attacks (making at least one attack with the chainsword) to be able to make the additional attack with the chainsword?
A: He can make two attacks with the chainaxe, then one additional attack with the chainsword.

Q: If an ability does not state its effects take place in a ‘friendly’ phase or ‘enemy’ phase, does that mean it works in every such phase (e.g. Mortarion’s Host of Plagues ability, which takes effect ‘at the start of the Fight phase’)?
A: Yes.

Q: When a unit has mounts that have a melee profile – for example Thunderwolf Cavalry – can that unit make any attacks they wish to with that mount’s melee profile, or can they only make the additional attacks noted in the weapon profile’s abilities text?
A: You can only make the additional attacks noted in the abilities text.

MISSIONS

Q: When measuring distances to or from an objective marker, do you measure diagonally (i.e. counting both vertical and horizontal distances)?
A: Yes.

Q: Can a unit with the Fortifications Battlefield Role control an objective marker?
A: Yes, so long as it is considered to be a friendly unit (such as a Building). Note that this means that Fortifications like Feculent Gnarlwaws cannot control objective markers.

Q: Certain abilities and Stratagems are used ‘before the battle’. When specifically is this?
A: The game begins when players start the Deployment step of a mission – all abilities and Stratagems that are used ‘before the battle’ must be used before then.

Remember that if both players have ‘before the battle’ abilities they wish to use, and the rules themselves do not explicitly say in which order they should be resolved, the players should roll off – the winner decides in what order they are resolved.
ORGANISED EVENTS

If you are using matched play for an organised event such as a tournament, we suggest using the table below. As well as a helpful guide to the size of the battlefield and game length, the number of Detachments each player can take in their army is restricted, as is the number of times a player's army can include a particular datasheet. Of course, if you are organising such an event, you should feel free to modify these guidelines to better suit your event's own needs, schedule, etc. You can only include the same datasheet in a Battle-forged army up to a maximum number of times, depending upon the points limit for that game, as described below.

ORGANISED EVENT GUIDELINES

<table>
<thead>
<tr>
<th>POINTS LIMIT</th>
<th>NUMBER OF DETACHMENTS</th>
<th>NUMBER OF TIMES EACH DATASHEET CAN BE INCLUDED*</th>
<th>BATTLEFIELD SIZE</th>
<th>GAME LENGTH</th>
</tr>
</thead>
<tbody>
<tr>
<td>Up to 1,000</td>
<td>Up to 2 per army</td>
<td>Up to 2 per army</td>
<td>4’ x 4’</td>
<td>Up to 2 hours</td>
</tr>
<tr>
<td>1,001-2,000</td>
<td>Up to 3 per army</td>
<td>Up to 3 per army</td>
<td>6’ x 4’</td>
<td>2 to 3 hours</td>
</tr>
<tr>
<td>2,001-3,000</td>
<td>Up to 4 per army</td>
<td>Up to 4 per army</td>
<td>8’ x 4’</td>
<td>3 or more hours</td>
</tr>
</tbody>
</table>

* This does not apply to units with the Troops or Dedicated Transport Battlefield Role, nor does it apply to any units that are added to your army during the battle that cost reinforcement points.

ORGANISED EVENTS

The updated Organised Events guidelines table restricts the number of times a particular datasheet can be included in your army. A few common questions have arisen from this:

Q1) Some units, like Carnifexes and Leman Russ Battle Tanks, can contain up to 3 models each, but after they are set up on the battlefield, they each become individual units. How many of these models can I include in my army if I’m using the Organised Events guidelines for, say, a 2,000 point game?
A1) You can include up to 9 of these models.

Q2) Do Tactical Drones that are taken as upgrades for certain Tau Empire units (e.g. XV8 Crisis Battlesuits, XV25 Stealth Battlesuits etc.) count as units for the purposes of the Organised Events guidelines, and so count towards the number of Tactical Drones units (i.e. the Fast Attack choice) I can include?
A2) No.

Q3) Are the Daemon Prince datasheet from Codex: Chaos Space Marines, the Daemon Prince of Nurgle datasheet from Codex: Death Guard, and the Daemon Prince of Tzeentch datasheet from Codex: Thousand Sons all considered different datasheets for the purposes of the Organised Events guidelines?
A3) Yes.