



RULES COMMENTARY

VERSION 1.2

(WITH CORE RULES ERRATA 1.0)

While streamlined at its core, Warhammer 40,000 is a game of endless variety, and can involve nuanced circumstances that may give even experienced players pause. This commentary is a living resource of definitions, diagrams and examples intended to clarify some of the game's finer points and resolve niche questions that might otherwise slow down the pace of battle. New and revised entries are marked in **red**. Entries marked with an asterisk (*) should be disregarded if you are playing a game using the Balance Dataslate.

Abilities with the Same Name: Abilities with the same name (excluding Aura abilities) can affect units multiple times, but if such an ability applies a named condition to a unit (e.g. 'suppressed'), that condition can only affect the target unit once at any given time.

Example 1: Anna has two Great Unclean Ones in her army, and targets her opponent's Intercessor Squad with both of those models' Nurgle's Rot ability. As this ability is not an Aura, it can be applied multiple times to the target unit, reducing the Toughness characteristic of models in the Intercessor Squad by 1 for each use of the ability, for a total reduction of 2 in this case.

Example 2: Sean has two Kustom Boosta-blastas in his army, and targets his opponent's Aggressor Squad with both of those models' Rivetin' Dakka ability. As this ability is not an Aura, it can be applied multiple times to the target unit, but as it applies the 'suppressed' condition, its effects will only apply once (subtracting 1 from the Hit roll in this case), regardless of how many times the target unit is suppressed.

Active Player: The player whose turn is taking place is said to be the active player.

Adding Models to a Unit: Some rules allow you to add models to a unit during the battle. Models added to a unit that is on the battlefield must be set up in Unit Coherency with models in that unit that started that phase on the battlefield (i.e. models that were already on the battlefield when that rule was used). Models added to a unit that is not currently on the battlefield do not have to meet this requirement. A model added to a unit during the battle can be set up within Engagement Range of one or more enemy units, but only if those enemy units are already within Engagement Range of the unit that model is being added to. When adding models to a unit as described above, any models that cannot be set up due to insufficient space are considered to have been destroyed, but do not trigger any rules that are triggered when a model is destroyed.

Additional Hits: Some rules cause attacks to score additional hits on a Critical Hit (e.g. [SUSTAINED HITS]). If the attacking model is also benefiting from any other rules that trigger on a Critical Hit (e.g. [LETHAL HITS]), only the original attack benefits from those rules. Any additional hits scored as the result of a Critical Hit are automatically successful (see **Automatically Successful**).

Example: An attack with the [SUSTAINED HITS 1] and [LETHAL HITS] abilities scores a Critical Hit. That attack automatically wounds the target due to [LETHAL HITS], but it also scores one additional hit due to [SUSTAINED HITS 1]. This additional hit does not benefit from the [LETHAL HITS] ability, so a Wound roll is made for it as normal.

Affected by a Stratagem: If a unit is selected as the target of a Stratagem, it is said to be affected by that Stratagem. If the Command Re-roll Stratagem is used to re-roll a dice roll made for a unit, a model in that unit or an attack made by a model in that unit, that unit is said to be affected by that Stratagem. If a unit cannot be affected by one of your Stratagems (e.g. because it is Battle-shocked), you cannot target it with the Command Re-roll Stratagem or any of your other Stratagems. Note that the New Orders Stratagem targets an active Secondary Mission card rather than any units, so can always be used (assuming you have the CP to do so) even if all units from your army are Battle-shocked.

Against (an attack): When making an attack, if a saving throw is made, that saving throw is said to be made against that attack.

Against (an attack with an 'X' characteristic of 'Y'): Some rules only apply against an attack with a specific characteristic. If the characteristic involved is AP or Damage, such rules are applied at the Allocate Attack step of the attack sequence (e.g. 'Each time an attack with a Damage characteristic of 1 is allocated to a model in this unit, add 1 to any armour saving throw made against that attack'). Otherwise, they are applied at the start of the attack sequence.

All Models (in this unit can each have their Weapon A replaced with 1 Weapon B): When this wargear option is selected for a unit, every model in that unit equipped with Weapon A must replace it with Weapon B. It is not possible for only some of those models to replace that weapon and for others not to.

Any Number of Models (can each have their Weapon A replaced with 1 Weapon B): When this wargear option is selected for a unit, any number of models in that unit equipped with Weapon A can each replace it with Weapon B. It is possible for only some of those models to replace that weapon and for others not to.

Any: If a rule applies to 'any', it means 'one or more'. For example, 'While this model is within Engagement Range of any enemy units' is the same as 'While this model is within Engagement Range of one or more enemy units'.

Army: A player's army consists of every unit on their Army Roster and any units that are added to it over the course of the battle.

Arriving as Reinforcements/from Strategic Reserves: When a Reinforcements/Strategic Reserves unit is set up on the battlefield (other than when disembarking from a **TRANSPORT**), it is said to have arrived as Reinforcements/from Strategic Reserves.

Arriving from Strategic Reserves in the First Battle Round: Abilities that allow units to be set up in the Reinforcements step of your first, second or third Movement phase using the Strategic Reserves rules treat the current battle round number as being one higher than it actually is in the first battle round only, unless explicitly stated otherwise.

As Close as Possible: If a rule instructs you to move a model 'as close as possible' to a unit, model or objective marker, you must end that model's move in base-to-base contact with that unit, model or objective marker if its move is sufficient to do so without breaking any other restrictions (such as Unit Coherency), or as close as you can achieve if its move is not sufficient. If a model is already as close as possible to a unit, model or objective marker when it is instructed to make a move as close as possible towards a unit, model or objective marker, that model cannot be moved, but still counts as having made the move in question.

Attached Units with Multiple Characters (allocating attacks): Some units can have more than one Leader unit attached to them, and so can contain more than one **CHARACTER** model. Each time an attack with the **[PRECISION]** ability successfully wounds such a unit, the attacking model's controlling player can choose to have that attack allocated to any visible **CHARACTER** model in that unit, rather than following the normal attack sequence.

Attached Units with Multiple Characters (no more than two): Some models have rules that allow them to be attached to a specified unit even if another specified **CHARACTER** is already attached to that unit (e.g. Lieutenant models attaching to units already led by a Captain or Chapter Master). In all such cases, only one additional model with rules to this effect can be added to a unit already led by a different **CHARACTER**.

Example: An **INTERCESSOR SQUAD** has a **CAPTAIN** attached to it. You cannot attach both a **LIEUTENANT** and an **APOTHECARY** to that unit, even though both of those models have rules to that effect – only one of those units can be attached alongside that **CAPTAIN**.

Attack's Characteristics: When making an attack, that attack is considered to have the same characteristics and abilities as the weapon making that attack. If any modifiers apply to the characteristics or abilities of an attack, those changes do not apply to the weapon it is made with, nor do they apply to any other attacks made with that weapon.

Automatically Hits: If an attack automatically hits, the Hit roll for that attack is automatically successful (see **Automatically Successful**).

Automatically Passes: See **Automatically Successful**.

AUTOMATICALLY SUCCESSFUL

When a dice roll is automatically successful, the following applies:

- If a roll is automatically successful, do not roll the dice. Any rules that take effect on a particular dice result or roll result do not take effect if the roll they refer to is automatically successful.
- If a Hit roll is automatically successful, move straight to the Wound roll. Such a Hit roll is not a Critical Hit, and does not trigger any effects that are triggered by a Critical Hit.
- If a Wound roll is automatically successful, move straight to the allocation of that attack. Such a Wound roll is not a Critical Wound, and does not trigger any effects that are triggered by a Critical Wound.

Example: An attack with the **[LETHAL HITS]** ability scores a Critical Hit and so automatically wounds the target. That attack's Wound roll is automatically successful – no dice is rolled, and so no rules that are triggered by Critical Wounds (e.g. **[DEVASTATING WOUNDS]**) are triggered.

Automatically Wounds: If an attack automatically wounds, the Wound roll for that attack is automatically successful (see **Automatically Successful**).

Base: Most models are mounted on a base. A model's base is always considered to be part of the model.

Base-to-Base Contact: When two models' bases are touching, they are in base-to-base contact and are as close as possible (see **As Close as Possible**). Some models are so large they overhang their base and so it is not physically possible for their bases to touch those of other models. In such cases, you should measure to or from the base (or hull) of such a model – whichever is closer – and when such a model is as close as possible to another model, those models are considered to be in base-to-base contact.

BATTLELINE if...: Some rules grant the **BATTLELINE** keyword to additional units from your army – typically if you select a particular Detachment or if your **WARLORD** is a specific model. When mustering your army, treat such units as **BATTLELINE** units for the purposes of the Select Units step, even though the Select Warlord step comes afterwards.

Battlefield Edge: The battlefield is bordered by four battlefield edges.

Battlefield Quarter: See **Table Quarter**.

Battle-shock Tests: 2D6 roll required by each unit in your army that is Below Half-strength in your Command phase (Core Rules, page 11). If the result is less than the unit's Leadership characteristic, then until the start of your next Command phase, that unit is Battle-shocked. **Note that this is true even if that unit is subsequently destroyed, which can determine whether or not you can target that unit with a Stratagem.** Some rules require a unit to take a Battle-shock test during a phase other than the Command phase, and even when not Below Half-strength. Units that are already Battle-shocked must still take another Battle-shock test in such cases, in case the result triggers any additional effects, but passing or failing that test does not change that unit's Battle-shocked status (i.e. a pass will not result in that unit no longer being Battle-shocked, and a failure will not result in that unit being Battle-shocked for any longer duration). **In the Battle-shock step of the Command phase, if for any reason a unit is forced to take a Battle-shock test for being below its Starting Strength, unless otherwise stated, that unit does not also have to take a Battle-shock test for being Below Half-strength.** Regardless of when a unit from your army becomes Battle-shocked, it remains so only until the start of your next Command phase. **Destroyed units do not have to take Battle-shock tests, and abilities cannot make a destroyed unit take a Battle-shock test.**

Bearer: The bearer of a weapon, Enhancement or item of wargear is the model equipped with it.

Below Starting Strength (with a Starting Strength of 1): If the number of remaining models in a unit is less than that unit's Starting Strength, that unit is said to be Below its Starting Strength. If a unit has a Starting Strength of 1, while that model has less than its starting number of wounds remaining, it is said to be Below its Starting Strength.

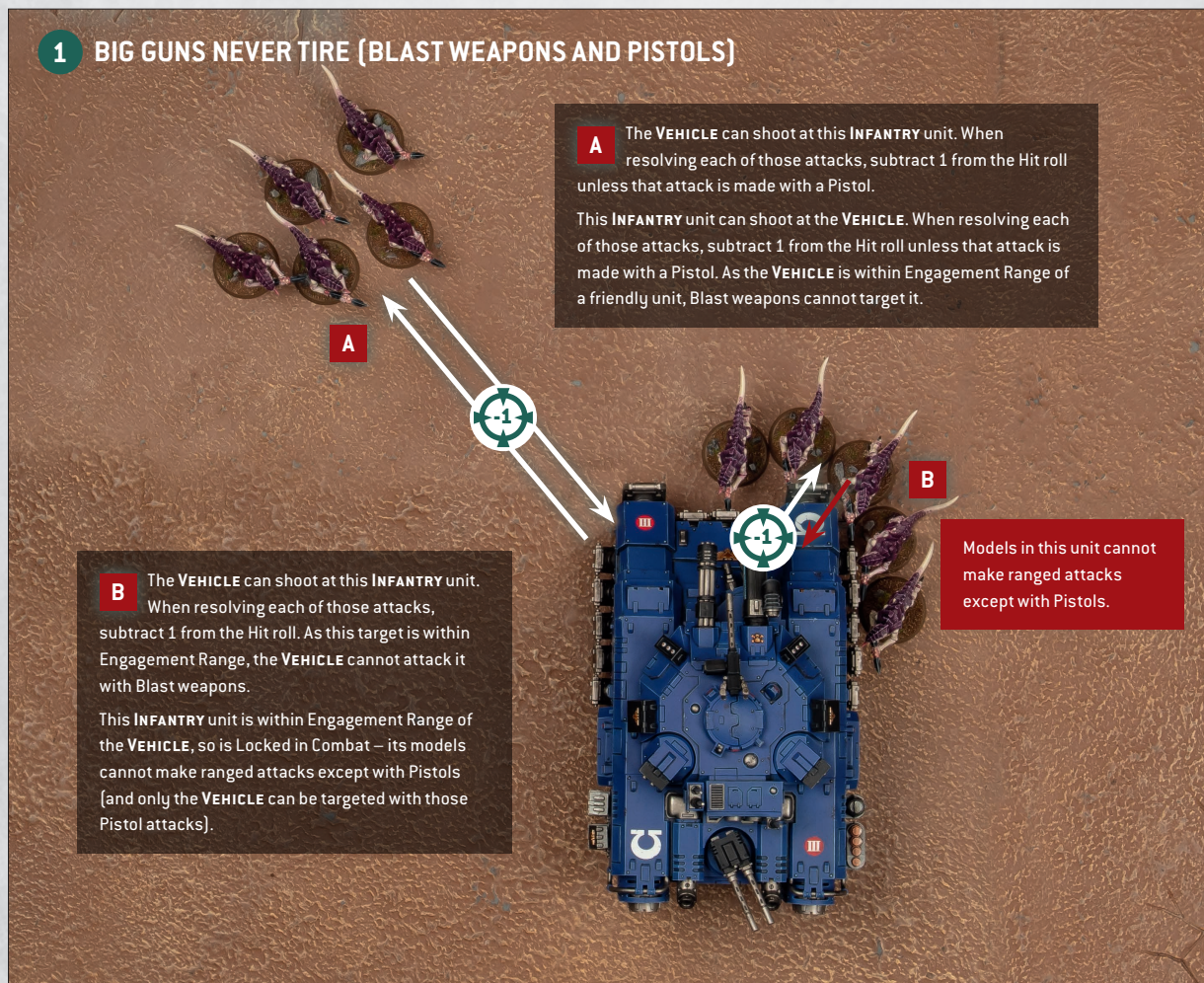
Benefit of Cover (when not within terrain): Some rules state that a model or unit has the Benefit of Cover even when not within terrain. Such rules apply irrespective of any terrain features that model or unit may be within or behind. Similarly, if a rule only applies while a unit has the Benefit of Cover, that rule will apply to any model or unit under the effects of any rule that gives it the Benefit of Cover (even when not within terrain).

Best: When determining the 'best' characteristic in a unit, compare the values of all the specified characteristics of all the models or weapons in that unit. The best characteristic is the value that all others are either worse than or equal to (see **Or Better**).

Example: A unit includes one model with a Leadership characteristic of 6+, one with a Leadership characteristic of 7+ and nine with a Leadership characteristic of 8+. The best Leadership characteristic in that unit is therefore 6+.

Big Guns Never Tire (Blast weapons and Pistols): **MONSTER** and **VEHICLE** units can shoot, and be shot at, even while they are Locked in Combat (Core Rules, page 20).

See diagram 1



CHARGING

- **Charge Move:** Move made in the Charge phase as part of a successful charge.
- **Charge Distance:** The result of a Charge roll is the maximum number of inches each model in a charging unit can move when making its Charge move. This is sometimes referred to as the charge distance.
- **Declaring a Charge:** When a player declares a charge with a unit, that unit is said to be declaring a charge.
- **Charging Unit:** A unit that has declared a charge is a charging unit.
- **Charging Over Terrain Features with Flying Models:** See **Moving Over Terrain Features When Flying**.
- **Has Charged:** If a unit makes a Charge move in a turn, until the end of that turn, that unit, and every model in it, is said to have charged.
- **Has Been Charged:** If a unit was the target of a successful charge during a turn, until the end of that turn, that unit, and every model in it, is said to have been charged.
- **Charge Bonus:** Bestowed on a unit that makes a Charge move, so that, until the end of the turn, that unit has the Fights First ability. Note that other rules and abilities that trigger when a unit makes a Charge move or in the turn that a unit has charged are not part of the Charge bonus.

Closest Model/Unit: When a rule refers to the closest model/unit, this is the closest model/unit to the model/unit using that rule. If two or more are equally close, the controlling player of the model/unit using that rule selects which is the closest for the purposes of that rule.

Critical Hit: A Critical Hit is scored when a player rolls an unmodified Hit roll of 6 for an attack. Critical Hits are always successful Hit rolls, and can also trigger additional effects as described in certain rules (such effects are often said to be triggered 'on a Critical Hit', meaning when a Critical Hit is scored). While resolving attacks using the Fire Overwatch Stratagem, Critical Hits are only ever scored on unmodified Hit rolls of 6.

Critical Wound: A Critical Wound is scored when a player rolls an unmodified Wound roll of 6 for an attack. Critical Wounds are always successful Wound rolls, and can also trigger additional effects as described in certain rules (such effects are often said to be triggered 'on a Critical Wound', meaning when a Critical Wound is scored).

Considered to Be [dice roll]: See **Treated As [dice roll]**.

Consolidating (without moving): When a unit Consolidates, if no models in that unit are actually moved, either because you choose not to move them or because every model is already in base-to-base contact with an enemy model, that unit still counts as having Consolidated, but is not counted as having moved.

Consolidation Move: A 3" move that, if made, must see that unit end within Engagement Range of one or more enemy units and in Unit Coherency, or, if this is not possible, within range of the closest objective marker and in Unit Coherency. If a unit is able to end a Consolidation move within Engagement Range of one or more enemy units, each model that makes a Consolidation move must end closer to the closest enemy model, and in base-to-base contact with it if possible. Models that are already in base-to-base contact are not moved. If a rule modifies the distance a unit can Consolidate, it modifies the Consolidation move that every model in that unit can make.

Contested (objective marker): An objective marker is contested at the end of a phase or turn if both players' Level of Control over it is the same. At the start of the battle, all objective markers on the battlefield are contested.

Controlling Player: A unit's controlling player is the player whose army that unit is part of.

Control (objective marker): A player controls an objective marker at the end of any phase or turn in which their Level of Control over it is greater than their opponent's. At the end of a turn, control of objective markers is determined before any Victory points are scored. See **Level of Control**.

Controlled (objective marker): While a player controls an objective marker it is said to be controlled by that player.

Count as Having Made a Normal Move: Reserves units always count as having made a Normal move in the turn they are set up on the battlefield. This is simply to clarify that they cannot move further in this phase but have not Remained Stationary; such units have not made a Normal move, however, so their arrival cannot trigger Stratagems or abilities that are used after a unit makes a Normal move.

Similarly, a unit that disembarks from a **TRANSPORT** that made a Normal move this phase also counts as having made a Normal move, but has not made a Normal move, so such a unit's arrival cannot trigger Stratagems or abilities that are used after a unit makes a Normal move (see **Embarked Units and Reserves**).

Counts As [dice roll]: See **Treated As [dice roll]**.

CP Gained at the Start of a Turn: CP gained at the start of the Command phase as a result of any ability (e.g. The Swarmlord's Hive Commander ability) count towards the 1CP gained per battle round limit.

D66: To roll a D66, roll two D6, one after the other – the first result represents 'tens' and the second represents 'units'.

Example: A D66 roll where the first result is a 3 and the second result is a 6 is a result of 36.

Damage Characteristic: Where a Damage characteristic includes an operator (e.g. a '+', as in D6+1), the value after the operator is part of that Damage characteristic – it is not a modifier.

Damage Roll: When determining a random Damage characteristic, the dice roll made is called a Damage roll.

Deep Strike (and Strategic Reserves): If a unit with the Deep Strike ability arrives from Strategic Reserves, the controlling player can choose for that unit to be set up either using the rules for Strategic Reserves or using the Deep Strike ability. This also applies if a unit with the Deep Strike ability is placed into Strategic Reserves during the battle.

Deploying Units: When a unit is deployed, it is set up on the battlefield. If a rule specifies that a unit must be deployed wholly within a certain area (e.g. wholly within your deployment zone, or wholly within 6" of a battlefield edge), that unit must be set up wholly within that area (see **Within and Wholly Within**). If a model is so large that its base cannot physically be set up wholly within such an area, it must be set up so that it is touching your battlefield edge. During a turn in which such a large model is set up on the battlefield, that model's unit cannot do any of the following: make a Normal, Advance or Fall Back move; Remain Stationary; make any attacks with ranged weapons; declare a charge. Some large models, typically **AIRCRAFT**, have wings and other parts that extend significantly beyond their base. Such models can overhang a deployment zone if it is not possible to set them up otherwise, but when setting them up, their base must still be wholly within that deployment zone.

DESTROYED

- **Destroyed Model:** When a model is reduced to 0 wounds, it is destroyed and removed from play.
- **Destroyed Unit:** When the last model in a unit has been destroyed, that unit is destroyed and removed from play.
- **Destroyed By:** Some rules only trigger if an enemy model or unit was destroyed by you, or by a model or unit from your army. This means that the enemy model or unit was destroyed by an attack made by a model from your army, or by a mortal wound inflicted as a result of a rule a model from your army is using, or as a result of any other rule a model from your army is using that explicitly states that the enemy model or unit is destroyed. Enemy models or units that are destroyed by any other means are not destroyed by you, or by a model or unit from your army.

*** Devastating Wounds (and Precision):** See **Mortal Wounds**.

Dice Result (no stated effect): Some rules are triggered on a particular dice roll. If the dice rolled does not have any corresponding effect stated, nothing happens.

Example: If a rule states 'roll one D6: on a 2-5, the closest enemy unit suffers 1 mortal wound; on a 6, the closest enemy unit suffers D3 mortal wounds'; and you roll a 1, nothing happens.

Different Model/Unit: See **Other Model/Unit**.

Discard Lowest/Highest Dice Result: If multiple rules instruct a player to discard the lowest/highest dice result for a dice roll, the controlling player decides the order in which those rules are resolved, and each of those rules takes effect one after the other, with one dice from the roll being removed each time. Rules that refer to doubles or triples only take effect after all required dice have been discarded (see **Double** and **Triple**).

Disembarking Large Models: When a unit disembarks from a **TRANSPORT**, it must be set up wholly within 3" of that model. If a disembarking model is so large that it is not possible to set it up wholly within 3" (typically because it is itself larger than 3" in all directions), set that model up with its base within 1" of that **TRANSPORT**'s base (or hull), and not within Engagement Range of any enemy models.

Do Not Make an Advance Roll Abilities: Abilities that instruct players not to make an Advance roll for a unit, but instead to increase the Move characteristic of models in that unit by a specified amount, cannot be used with other abilities or rules that also instruct players not to make an Advance roll for the unit. In such instances, the controlling player must choose which of those abilities to use.

Double: When making a dice roll, a double is a roll that includes any two dice of the same result.

Draw a Line: When instructed to draw a line between two points, draw an imaginary straight line, 1mm wide, between those points. If you are instructed to do so between two models, do so between the closest points of those models' bases (or hulls).

DUPLICATED CORE ABILITIES

The Core Rules describe dozens of abilities, including weapon abilities and deployment abilities. These are referred to as Core abilities, and most models, units, weapons or attacks either have one or more of them innately, or can gain them during the battle through other means such as Stratagems, Enhancements or attached Leaders. Regardless of the source, if a model, unit, weapon or attack has multiple instances of the same Core ability, those abilities are not cumulative, and only one instance of that ability can take effect at any one time. If that ability has a number after it (e.g. **[SUSTAINED HITS 1]**, **Scouts 6"**), the controlling player must choose which instance of that ability to apply each time. Note that multiple instances of the **[ANTI-]** ability are only considered to be the same if the keyword listed after the word 'Anti' is the same (e.g. **[ANTI-VEHICLE 4+]** and **[ANTI-VEHICLE 3+]** are considered to be the same ability, but **[ANTI-VEHICLE 4+]** and **[ANTI-INFANTRY 2+]** are not).

Example 1: A player's army includes a unit of *Eliminators*, who have the *Stealth* ability. That player selected a *Detachment* ability that says 'All units from your army gain the *Stealth* ability'. The *Eliminators* do not gain any additional benefit from having this ability a second time, meaning that each time a ranged attack targets that unit, only 1 is subtracted from the Hit roll rather than 2.

*** Example 2:** A *Sternguard Veteran* model makes an attack with a *Sternguard bolt rifle*, which has a *Damage* characteristic of 1 and the **[DEVASTATING WOUNDS]** ability. The attacking model is also affected by a *Stratagem* that says 'Until the end of the phase, ranged weapons equipped by models in your unit have the **[DEVASTATING WOUNDS]** ability'. When resolving attacks with that *Sternguard bolt rifle* this phase, the controlling player cannot use both instances of **[DEVASTATING WOUNDS]**, meaning that each *Critical Wound* inflicts 1 mortal wound on the target rather than 2.

Example 3: A model makes an attack with a *heavy bolter*, which has the **[SUSTAINED HITS 1]** ability. The attacking model is also affected by a *Stratagem* that says 'Until the end of the phase, ranged weapons equipped by models in your unit have the **[SUSTAINED HITS 2]** ability'. When resolving attacks with that *heavy bolter* this phase, the controlling player cannot use both instances of **[SUSTAINED HITS]**; they must choose which one to use, so choose the more powerful **[SUSTAINED HITS 2]**.

Eligible Target (no longer eligible): If a unit that was an eligible target of an attack or charge when it was selected stops being an eligible target for that attack or charge (for example, because a rule enables it to make an out-of-phase move that takes it out of range), the attacking or charging unit can select new targets for those attacks or that charge. See **Just After**.

Eligible to Shoot (when equipped with ranged weapons): Unless a rule specifically states otherwise, units that have shot are no longer eligible to shoot until the start of the next phase.

Eligible to Shoot (when not equipped with ranged weapons): Unless a unit Advanced or Fell Back this turn or is Locked in Combat, it is eligible to shoot, even if no models in that unit are equipped with ranged weapons. This means that such units can be selected for any rules that require you to select a unit that is eligible to shoot.

Embarked Units: Units embarked within a **TRANSPORT** do not count as being on the battlefield for any rules purposes. This means that, unless explicitly stated otherwise, embarked units cannot do anything (e.g. shoot, fight, use abilities, etc.). Similarly, you cannot select an embarked unit as a target for any rules, including Stratagems.

Embarked Units and Reserves: Units embarked within a Reserves model can disembark in the turn that model is set up. When they do, they cannot be set up within 9" horizontally of one or more enemy units, they count as having made a Normal move (see **Count as Having Made a Normal Move**), and they cannot declare a charge this turn (unless a rule specifically states otherwise), but they can otherwise act normally in the remainder of the turn.

End of the Phase/Step: Rules that specify that they take place at the end of a phase/step only take effect after any other rules that would take place in that phase/step have been resolved. This means that it is not possible for a player to make use of any rules that would take place during a phase/step once an end-of-phase rule has taken effect. The next phase/step does not start until after all such rules have been resolved (for rules used at the end of the Command phase, see **Rules Used at the End of the Command Phase**).

Enhancements (multi-model CHARACTER units): When you give an Enhancement to a **CHARACTER** unit from your army, if that **CHARACTER** unit contains more than one model, you must specify which **CHARACTER** model in that unit is the bearer.

Feel No Pain: For each wound a model with the Feel No Pain ability would lose, the controlling player rolls one D6: if the result is greater than or equal to the number listed at the end of that ability, that wound is not lost.

Example: An attack with a Damage characteristic of 2 is allocated to a model with the Feel No Pain 5+ ability, and the subsequent saving throw is not successful, so that attack inflicts two points of damage. That model's controlling player therefore rolls two D6, rolling a 1 and a 6. As the 6 exceeds the requirement of that model's Feel No Pain 5+ ability, one point of damage is ignored and that model only loses one wound.

Fight on Death: Some rules enable models to fight after they have been destroyed, before being removed from play, following the normal fight sequence (Core Rules, page 33). A model under the effect of more than one such rule can only fight once after it has been destroyed. 'Fight-on-death' rules are always resolved before the attacking unit (i.e. the unit that destroyed the model that has that rule) Consolidates, and before any other rules are triggered by the destruction of that model (e.g. Deadly Demise). While making attacks due to a fight-on-death rule, the destroyed model is assumed to have 1 wound remaining unless otherwise stated. After a model has made its fight-on-death attacks, any other rules that are triggered by the destruction of that model are then triggered, and it is then removed from play – it does not Consolidate. If more than one model from a unit is under the effect of a fight-on-death rule, each of those models fights at the same time. Note that, at the time a model fights on death, it is destroyed, which may be important when determining whether that model's unit is below its Starting Strength/Below Half-strength.

Fight: When a unit fights, models in that unit Pile In, make attacks and Consolidate.

FIGHTING WITH INDIVIDUAL MODELS

Normally units are selected to fight, but some rules specify that only one model in a unit can fight (or can fight again). In such instances:

- That model can make a Pile-in move, but must end that move in Unit Coherency.
- That model then makes a number of attacks with its melee weapons, as specified in the Make Melee Attacks step of the fight sequence (Core Rules, page 33).
- That model can then make a Consolidation move, but must end that move in Unit Coherency.

Finished Making its Attacks: When all of an attacking unit's attacks have been resolved, it has finished making its attacks.

Firing Model/Unit: When resolving a ranged attack, the model/unit making the attack is the firing model/unit.

FLY: If a unit's datasheet has the **FLY** keyword, that unit is said to be able to **FLY**. When it makes a Normal, Advance or Fall Back move, its models can be moved over enemy models as if they were not there. Note this also means that **MONSTER** and **VEHICLE** models that can **FLY** can be moved over other **MONSTER** and **VEHICLE** models when making such a move. When such a model starts or ends a move on a terrain feature, instead of measuring the path it has moved across the battlefield, you instead measure its path 'through the air' (see **Moving Over Terrain Features When Flying**).

Full Wounds Remaining: A model has its full wounds remaining if it has the same number of wounds remaining as its Wounds characteristic.

Ground Level: Some rules refer to models being at 'ground level' for the purposes of being targeted (e.g. Plunging Fire) or for determining whether models can be set up on higher levels of terrain features. A model that is in contact with the battlefield surface (within the footprint of a terrain feature or otherwise) is said to be at ground level. If you are using terrain features with an integral base or textured ground-floor area models can be placed upon, such areas are also considered to be ground level.



Hazardous: When you declare attacks with Hazardous weapons, you must take a Hazardous test for each of those weapons, even if you did not resolve those attacks (e.g. because their target was destroyed).

When a unit that includes one or more **CHARACTERS** equipped with Hazardous weapons fails one or more Hazardous tests:

- You can select any model equipped with a Hazardous weapon to suffer the effects of that failed test (it does not have to be the **CHARACTER**, even if that **CHARACTER** was the only model that attacked with a Hazardous weapon).
- If you select a **CHARACTER**, and there are excess mortal wounds after that **CHARACTER** is destroyed, allocate those mortal wounds to the unit as normal.

When you fail Hazardous tests for a **CHARACTER**, **MONSTER** or **VEHICLE** unit:

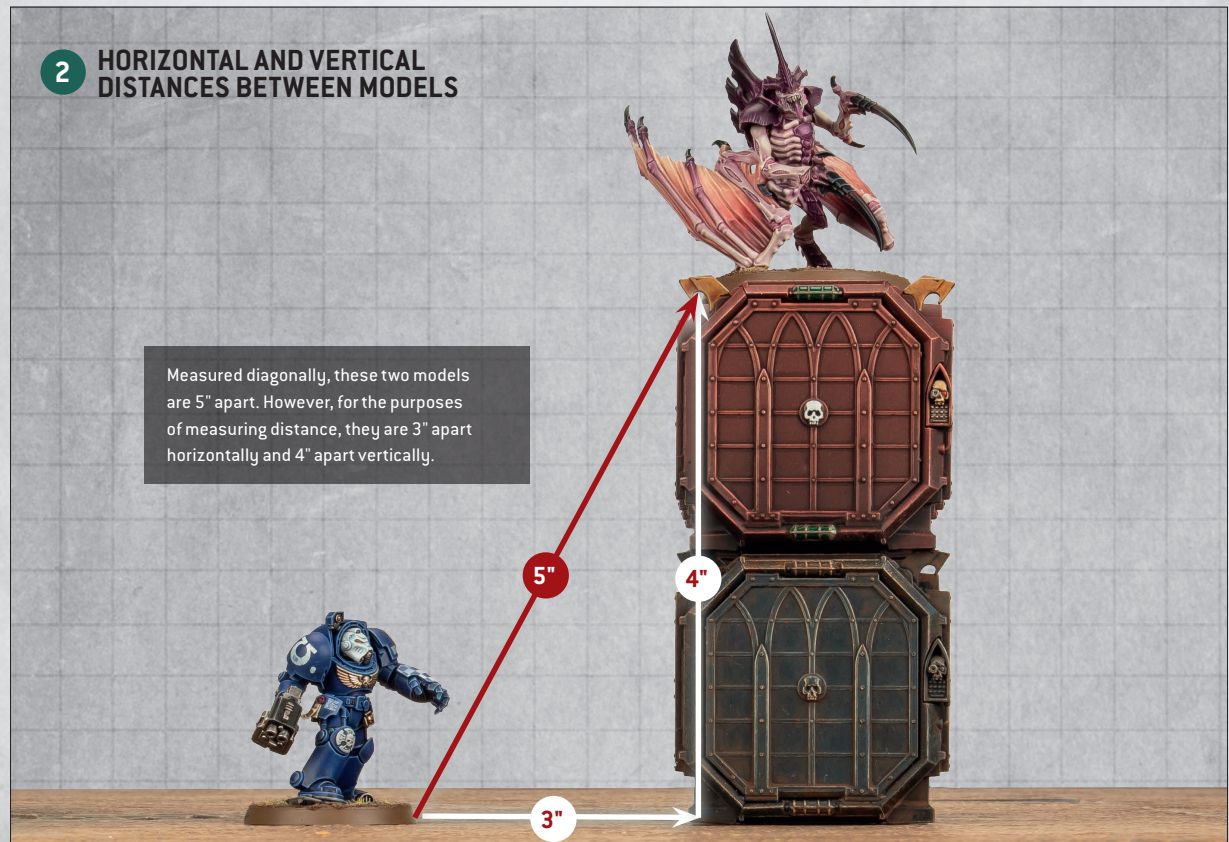
- You must allocate the results of failed tests to the same model equipped with one or more Hazardous weapons until that model is destroyed, or until you have resolved each failed Hazardous test.
- When that model is destroyed, you must allocate any excess mortal wounds first to another model equipped with one more Hazardous weapons, then you must allocate the results of any remaining failed Hazardous tests to that model until that model is destroyed, and so on, until each model with one or more Hazardous weapons has been destroyed, at which point you must allocate any excess mortal wounds and any remaining failed Hazardous tests to the unit as normal.

Example: Consider a unit of three Crisis Battlesuits led by a Commander in Crisis Battlesuit, in which the Commander and one other model each have three cyclic ion blasters. If the unit's controlling player declares that only the Commander will use the overcharge profile of their cyclic ion blasters, after that unit's attacks have been resolved, that player will take three Hazardous tests for that unit. If they failed one or more of those tests, they would select one model from that unit to suffer 3 mortal wounds. This would have to be one of the models equipped with a cyclic ion blaster, even if a Crisis Battlesuit with no cyclic ion blasters has already been damaged, and if the Crisis Battlesuit equipped with a cyclic ion blaster has already been damaged, it would have to be allocated to that model. The player would continue allocating mortal wounds to the model they selected until it was destroyed, then they would select another model from that unit equipped with a cyclic ion blaster to suffer any excess mortal wounds and remaining failed Hazardous tests, and so on until each model equipped with a cyclic ion blaster has been destroyed. Once each model from that unit equipped with a cyclic ion blaster has been destroyed, that player allocates any excess mortal wounds and remaining Hazardous tests to the unit as normal.

Highest Dice Result: If a rule refers to the highest dice result and a dice roll involves multiple dice, if more than one of those dice have the same value, and that value is the highest, the active player must select one of those dice to be the highest dice result.

Horizontal/Vertical Distances: Some rules state that the distance involved should be measured horizontally or vertically. When resolving such rules, do not measure 'diagonally'.

See diagrams 2 and 3



3 HORIZONTAL DISTANCE AND DEEP STRIKE

The Terminator is arriving using the Deep Strike ability. It cannot be set up within 9" horizontally of any enemy models, such as the Tyrannid Prime (the diagonal and vertical distances are irrelevant).



Hull: For models that do not have a base, the word 'hull' is used to mean any part of that model that is closest from the perspective of the point being measured from. Note that this may not correspond literally with the area on a vehicle usually termed the hull.

Just After: If a rule is triggered 'just after' something has happened, it is resolved before anything else happens. For example, if a rule is triggered 'just after' a unit selects targets for its attacks, that rule is resolved before those attacks are resolved. The triggering of such rules can therefore interrupt normal sequences such as the attack sequence or the charge sequence. See **Eligible Target (no longer eligible)**.

KEYWORDS

- If a rule specifies that it applies to a model/unit with a **KEYWORD**, it only applies to a model/unit with that keyword on its datasheet.
- If a rule specifies that it applies to 'non-**KEYWORD**' models/units, it only applies to models/units that do not have that keyword. For example, if a rule applies to non-**VEHICLE** units, it only applies to units that do not have the **VEHICLE** keyword.
- Some units can contain models that have different keywords. While this is the case, such a unit is considered to have all of the keywords of all of its models, and so is affected by any rule that applies to units with any of those keywords. Remember that attacks are made against units, not models.

Example: An Attached unit contains a Leader model with the **PSYKER** keyword. While that Leader is part of that unit, the entire unit is considered to have the **PSYKER** keyword. If that unit is attacked by a weapon with the [ANTI-PSYKER 4+] ability, any unmodified Wound roll of 4+ made against that unit scores a Critical Wound, even if the attack itself is not allocated to that Leader model.

- If a rule only applies to models with a specific keyword, then it instead only applies to models in such a unit that have the correct keyword.
- A **KEYWORD** Detachment is a Detachment that only contains models that have that keyword (excluding any models that specify that they do not prevent a Detachment from gaining its Detachment rules).
- A rule with a comma-separated list of keywords, or two keywords separated by the word 'or' (e.g. 'an **IMMORTALS, DEATHMARKS** or **LYCHGUARD** unit') refers to a model/unit that has any one of those keywords.
- A rule with multiple adjacent keywords (e.g. 'an **AELDARI GUARDIANS** unit') only refers to a model/unit that has all of those keywords.

Leadership Test: Roll 2D6 and if the total is greater than or equal to the best Leadership characteristic in that unit, the test is passed. Otherwise, the test is failed.

Lethal Hits (and Devastating Wounds): See **Automatically Wounds**.

Lethal Hits (and Sustained Hits): See **Additional Hits**.

Level of Control: A player's Level of Control over an objective marker is determined by summing the Objective Control characteristics of all of their models that are within range of it.

Locked in Combat: While a unit is within Engagement Range of one or more enemy units, it is said to be Locked in Combat. Units that are Locked in Combat are not eligible to shoot and cannot be selected as the target of a ranged attack. **MONSTER** and **VEHICLE** units are exceptions to this (see **Big Guns Never Tire**).

Lowest Dice Result: If a rule refers to the lowest dice result and a dice roll involves multiple dice, if more than one of those dice have the same value, and that value is the lowest, the active player must select one of those dice to be the lowest dice result.

Minimum Move: **AIRCRAFT** models have a move characteristic of 20+. This is the minimum distance the model must move in its Movement phase and all parts of the model's base must end the move at least this far away from where they started.

Mixed Toughness: See **Unit's Toughness Characteristic**.

Model's/Unit's Phase: When a rule refers to a model's/unit's phase (e.g. 'this model's Command phase'), it refers to the relevant phase of that model's/unit's controlling player. **Mortal Wounds:** Saving throws (of any kind) cannot be made against damage inflicted by mortal wounds, although rules that allow models to ignore wounds (e.g. Feel No Pain) can be used. Mortal wounds are applied one at a time and are not lost if a model in the target unit is destroyed – continue to apply them until they are all resolved or the target unit is destroyed. If an attacking unit inflicts a mixture of mortal wounds and normal damage, resolve all of the attacking unit's normal damage first. If an attack with the **[PRECISION]** ability that can be allocated to a **CHARACTER** model leading an Attached unit can inflict mortal wounds on its target, the mortal wounds inflicted by that attack are also allocated to that **CHARACTER** model first.

Mortal Wounds: Saving throws (of any kind) cannot be made against damage inflicted by mortal wounds, although rules that allow models to ignore wounds (e.g. Feel No Pain) can be used. Mortal wounds are applied one at a time and are not lost if a model in the target unit is destroyed – continue to apply them until they are all resolved or the target unit is destroyed. If an attacking unit inflicts a mixture of mortal wounds and normal damage, resolve all of the attacking unit's normal damage first. If an attack with the **[PRECISION]** ability that can be allocated to a **CHARACTER** model leading an Attached unit can inflict mortal wounds on its target, the mortal wounds inflicted by that attack are also allocated to that **CHARACTER** model first.

Moving Over Models: Some models have a rule that enables them to 'move over models', or 'move over models as if they were not there' when making a move. When moving a model with such a rule, it can be moved within Engagement Range of enemy models, but it cannot end a move on top of another model, it cannot end a Normal, Advance or Fall Back move within Engagement Range of any enemy models, and it can only end a Charge move within Engagement Range of units it declared a charge against that phase.

Moving Over Terrain Features When Flying: Models that can **FLY** can move over intervening terrain features when making a Normal, Advance, Fall Back or Charge move. When doing so, you must measure the path through the air.

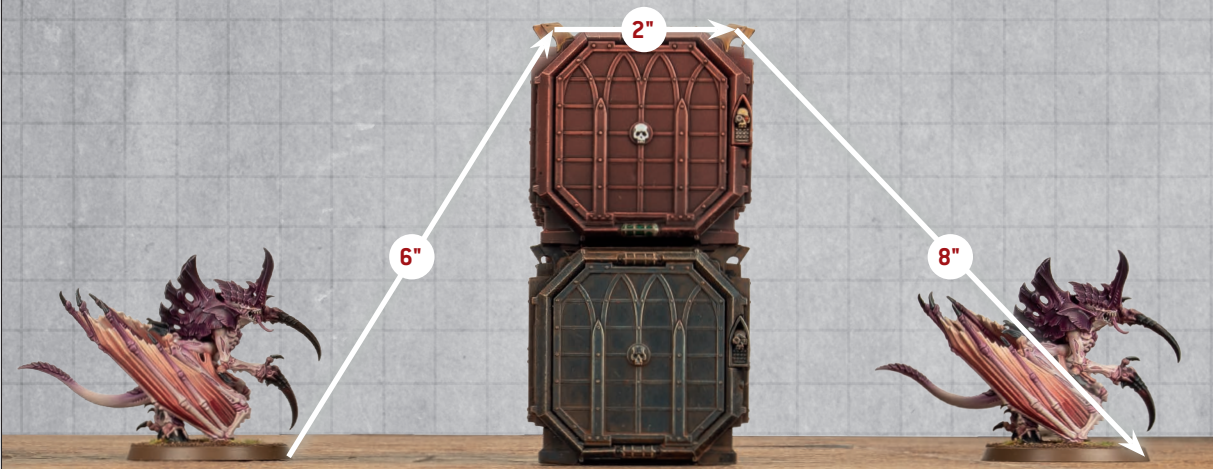
See diagrams 4 and 5

Moving within Engagement Range: If a unit is within Engagement Range of one or more enemy models, it cannot perform any type of Move other than a Fall Back, Pile-in or Consolidation move.

Nearest: See **Closest Model/Unit**.

4 MOVING OVER TERRAIN 'THROUGH THE AIR' WHEN FLYING

This model can **FLY**. When moving it over terrain features that are greater than 2" in height (all models can move freely over terrain features that are 2" or less in height), you measure the shortest path 'through the air' required to move over that terrain feature. In this example, the model has moved a total of 16".

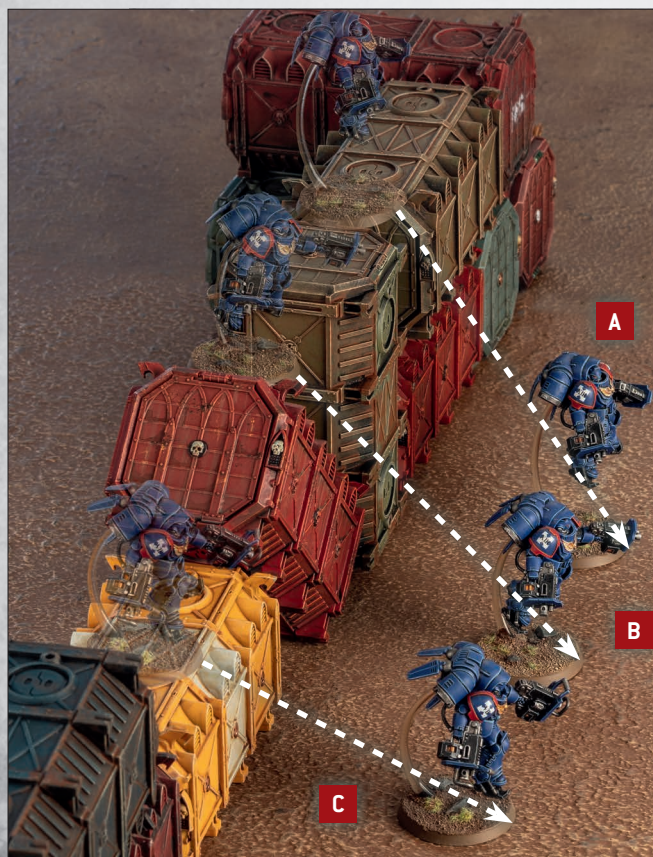


5 MOVING OVER UNEVEN TERRAIN FEATURES 'THROUGH THE AIR' WHEN FLYING

These models can FLY and are all moving over terrain that is not uniform in height. The distance moved is the path the model takes 'through the air', and this must be sufficient for the model's base to pass through while remaining flat and parallel to the battlefield surface. As such, Model A's base is too wide to fit through the gap in front of it, so it must move up high enough for its whole base to be able to clear the height of the terrain in front of it. Model B needs to move over a higher part in order to clear the height of the terrain feature at a point where the base will fit, while Model C can move over a shorter part of this terrain.



To finish moving over the terrain, the models move any distance required across the terrain then the remainder of the distance 'through the air' to the battlefield surface, ensuring that no part of this move exceeds the model's maximum Move characteristic and the unit is in Unit Coherency. If a model cannot finish this move due to not having enough movement or without breaking Unit Coherency, the move cannot be made. Note that it may be possible to place one or more models on horizontal parts of the terrain feature while others are placed on the battlefield surface, and this can be done so long as the unit remains in coherency.



Negative Modifier: A modifier that reduces or worsens a characteristic, dice roll or other rule. See **Modifiers**.

No Man's Land: Any part of the battlefield that is not in either player's deployment zone is called No Man's Land.

Normal Damage: Damage inflicted on a model as a result of a weapon's Damage characteristic, rather than by other means such as mortal wounds.

Not Been Selected to Shoot or Fight This Phase: This phrasing is used in several rules – typically Stratagems that can be used in the Shooting or Fight phase. When using such rules, the reference to 'shoot' only applies in the Shooting phase, and the reference to 'fight' only applies in the Fight phase. For example, you cannot use such a rule on a unit in the Shooting phase because that unit hasn't been selected to fight that phase.

Null Characteristics: If a model has a Strength or Leadership characteristic of '-' and that characteristic is required to resolve a rule, use the model's Toughness characteristic instead. Note that the substituted characteristic cannot be modified.

Objective Marker (within range of): A model is within range of an objective marker if it is within 3" horizontally and 5" vertically of that objective marker. When measuring distances to an objective marker, measure to the closest point of that objective marker.

Objective Secured: Various abilities allow you to retain control of an objective marker even if you have no models within range of it (for example, the Objective Secured ability of Intercessor Squads). Regardless of how these rules are worded, control of objective markers is determined at the end of each phase and turn (see **Core Rules Errata**), so while you retain control of an objective marker affected by this ability even if you have no models within range of it, at the end of a phase or turn your opponent can gain control of that objective marker if their Level of Control over it is greater than yours.

One Shot: If a model is equipped with more than one of the same weapon with the **[ONE SHOT]** ability (e.g. 2 hunter-killer missiles), that model can shoot with each of those weapons once per battle. **One Shot weapons cannot be used with the Firing Deck ability.**

Or Better: When referring to the value of an invulnerable save, the Feel No Pain ability, or a characteristic preceding a plus sign, a better value is one with a lower number before the plus sign. For example, a WS characteristic of 2+ is better than a WS characteristic of 3+. When referring to the value of an AP characteristic, a better value is one with a higher number after the minus sign (note that an AP characteristic of 0 can be considered to be an AP characteristic of -0 for such purposes). When referring to any other characteristic, a better value is one with a higher number. For example, a Toughness characteristic of 5 is better than a Toughness characteristic of 4.

Or Worse: When referring to the value of an invulnerable save, the Feel No Pain ability, or a characteristic preceding a plus sign, a worse value is one with a higher number before the plus sign. For example, a WS characteristic of 3+ is worse than a WS characteristic of 2+. When referring to the value of an AP characteristic, a worse value is one with a lower number after the minus sign (note that an AP characteristic of 0 can be considered to be an AP characteristic of -0 for such purposes). When referring to any other characteristic, a worse value is one with a lower value. For example, a Toughness characteristic of 4 is worse than a Toughness characteristic of 5.

Other Model/Unit: When a rule refers to models or units 'other' than the one with that rule (or one already mentioned by that rule), it means a different model or unit to that original one. Note that different instances of the same datasheet are still considered to be 'other' units.

OUT-OF-PHASE RULES

Some rules allow a model or unit to move, shoot, charge or fight outside of the normal turn sequence. For example, the Fire Overwatch Stratagem enables a unit to shoot in the opponent's turn as if it were your Shooting phase. When using out-of-phase rules to perform an action as if it were one of your phases, you cannot use any other rules that are normally triggered in that phase.

Example: *In your opponent's Movement phase, you use the Fire Overwatch Stratagem to enable a Whirlwind from your army to shoot as if it were your Shooting phase. The Whirlwind has the Pinning Bombardment ability, which is used 'In your Shooting phase, after this model has shot'. Because Fire Overwatch is an out-of-phase rule, it only allows the Whirlwind to perform the specified action (in this case, shooting as if it were your Shooting phase) and does not trigger any other rules that would normally be used in your Shooting phase. This means the Whirlwind's Pinning Bombardment ability has no effect while resolving these attacks, and you could not use any other Stratagems that are used in your Shooting phase to affect those attacks.*

Persisting Effects: Some rules apply an effect that lasts until a certain duration has passed (e.g. until the start of your next turn). Such effects are known as persisting effects. If a persisting effect applies to a unit when it embarks within a **TRANSPORT**, make a note of that effect and its duration; if that unit disembarks for any reason, any persisting effects continue to apply to that unit for their full duration. If a persisting effect applies to an Attached unit and that unit ceases to be an Attached unit (because either all of its Bodyguard models or all of its Leader models are destroyed), any persisting effects continue to apply to the surviving unit for their full duration.

Piles In: When an eligible unit is selected to fight, it first Piles In and its models can make a Pile-in move. If no models in that unit are actually moved because every model is already in base-to-base contact with an enemy model, the unit still counts as having Piled In for the purposes of any rules that are triggered when a unit Piles In or ends a Pile-in move, but do not count as having moved.

Pile-in Move: A 3" move that, if made, must result in the unit being in Unit Coherency and within Engagement Range of one or more enemy units. Each model that makes a Pile-in move must end closer to the closest enemy model, and in base-to-base contact with it if possible. Models that are already in base-to-base contact are not moved. If a rule modifies the distance a unit can Pile-in, it modifies the Pile-in move that every model in that unit can make.

Points Total: The combined points values of all units from a player's army.

Positive Modifier: A modifier that improves or makes a characteristic, dice roll or other rule better (see **Modifiers**).

PRIORITY OF RULES

While playing Warhammer 40,000, you will occasionally find that two rules are in direct conflict and so cannot both be applied. In these cases, check below to see if one of those rules has priority over the other.

Attacker's Priority

While making attacks, you will occasionally find that two rules cannot both apply – for example, when an attacking model with an ability enabling its attacks to successfully wound on a 2+ targets a unit that has an ability stating it can only be wounded on a 4+. In such cases, the attacking model's rules take priority.

Reinforcement Priority

While setting up Reinforcement units, you will occasionally find that two rules cannot both apply – for example, when a unit is arriving using the Deep Strike ability (which allows it to be set up anywhere on the battlefield that is more than 9" away from all enemy units) but an enemy unit has a rule that prevents enemy Reinforcement units from being set up within 12". In such cases, rules limiting the placement of Reinforcement units take priority over rules that state where Reinforcement units can be placed.

Psychic Attacks: Any attack made with a weapon that has the [PSYCHIC] ability is a Psychic Attack. Any mortal wounds inflicted by an ability that has the 'Psychic' tag are also Psychic Attacks.

Psychic Weapons and Abilities: Weapons with [PSYCHIC] in their profile are known as Psychic weapons. Abilities tagged with the word 'Psychic' are known as Psychic abilities. Generally speaking, Psychic weapons and abilities are used by **PSYKERS**, but the absence of the **PSYKER** keyword does not prevent a model from using any Psychic weapons or abilities it has.

Redeploy: Some rules enable you to redeploy one or more of your units. When doing so, you remove these units from the battlefield after both players have finished deploying their armies, but before the first turn begins, and then deploy them again using all the normal rules (for example, if all the models in one of these units have the Infiltrators ability, that unit's player can set that unit up using that ability). If both players have rules that let them redeploy units, the players must alternate redeploying their units, one at a time, starting with the Attacker.

REPOSITIONED UNITS

Some rules enable units to be repositioned by removing them from the battlefield then setting them back up on the battlefield. In such cases, the following points apply:

1. If used in the Movement phase, such rules can be used on units that arrived as Reinforcements this phase, and can be used on units that have already been selected to move this phase.
2. Rules that are triggered by or apply to Reserves units or units that are 'set up on the battlefield as Reinforcements' are also triggered by and apply to a repositioned unit when it is set back up.
3. A repositioned unit counts as having made a Normal move in the phase in which it is set back up.
4. If a repositioned unit is Below Half-strength and it was not on the battlefield during your Command phase, it must take a Battle-shock test as if it were your Command phase after it has been set back up.
5. If a unit is below its Starting Strength when it is removed from the battlefield to be repositioned, destroyed models are not returned to that unit when it is set back up. Likewise, wounded models in that unit do not regain any lost wounds when they are set back up.
6. When a unit is removed from the battlefield to be repositioned, any rules affecting it for a specified duration or under specified circumstances continue to affect it while that duration/those circumstances apply. For example, a unit that was within range of an Aura ability when it was removed would no longer be affected by that Aura ability if it is set back up beyond that Aura ability's range, whereas a unit that was Battle-shocked when it was removed would still be Battle-shocked until the start of your next Command phase.

REPLACEMENT UNITS

Some rules enable units to be removed from the battlefield and replaced with a new, full-strength unit. In such cases, the following points apply:

1. If used in the Movement phase, such rules can be used on units that arrived as Reinforcements this phase, and can be used on units that have already been selected to move this phase.
2. Rules that are triggered by or apply to Reserves units or units that are 'set up on the battlefield as Reinforcements' are also triggered by and apply to a replacement unit when it is set up on the battlefield.

RE-ROLLS

- A dice can never be re-rolled more than once.
- When re-rolling a dice roll that involves several dice (e.g. 2D6), all of the dice involved in that roll must be re-rolled.
- If a rule allows you to re-roll specific dice results, only those dice can be re-rolled.
- If a rule allows you to re-roll a specific dice result, but the result is obtained by halving a D6 (such as when rolling a D3), you must use the value of the halved roll to determine if it can be re-rolled, not the value of the original D6. For example, if a rule allows you to re-roll results of 1, and you roll a D3, you can re-roll if the D6 roll was a 1 or 2 (i.e. a D3 result of 1).
- Modifiers are applied after any applicable re-rolls of a dice roll have been made.
- If a rule allows you to re-roll more than one type of roll (e.g. 'You can re-roll the Hit roll and you can re-roll the Wound roll'), you can choose to re-roll any or all of the specified rolls – you do not have to choose between re-rolling either all of them or none of them.

Returning Models to a Unit: Some rules resurrect or return models to their unit. Such models are added to their unit (see **Adding Models to a Unit**) along with any wargear and Enhancements they started the battle with. Such rules can never expand a unit beyond its Starting Strength; any additional models that would be returned beyond that point are ignored (the only exception to this is the Split ability of Pink Horrors and Blue Horrors). If such a rule returns models to a unit in the same phase they were destroyed, then for the purposes of allocating attacks later in the same phase, such models do not count as having lost any wounds or as already having had any attacks allocated to them this phase. If a Leader model is destroyed and subsequently returned to the battlefield, and the Bodyguard unit they were attached to is on the battlefield, they must be returned to that unit to form an Attached unit once more (otherwise, they are returned as a separate unit).

Regaining Wounds: When a model regains a number of wounds, it regains up to that number of lost wounds. This cannot cause the model to have more wounds remaining than it started the battle with.

Reinforcements/Reinforcement Units: See **Reserves Units**.

Reserves Units: Any unit that starts the battle in a location other than the battlefield, and is not embarked within a **TRANSPORT** that starts the battle on the battlefield, is considered to be a Reserves unit. When a Reserves unit is set up on the battlefield, it counts as having made a Normal move that phase (see **Count as Having Made a Normal Move**). Any Reserves units that have not been set up on the battlefield by the end of the battle count as destroyed. Units can still use rules and abilities while in Reserves.

Resolving an Attack: When the attack sequence for a single attack has ended, that attack has been resolved.

Resolved Its Attacks: When an attacking unit has finished making all of its attacks, it is said to have resolved all of its attacks.

Remained Stationary: Any units from your army that were on the battlefield at the start of your Movement phase and were not selected to move in the Move Units step of that phase (or which you forgot to select to move) are assumed to have Remained Stationary that phase.

Ruins (and Visibility): The diagrams below illustrate how visibility can be affected when units are within, wholly within or behind **RUINS**.

See diagrams 6, 7 and 8

Rules That Are Triggered after Selecting a Target: See **Eligible Target (no longer eligible)** and **Just After**.

Rules Used at the End of the Command Phase: While most rules used in the Command phase have to be used in the Command step of that phase, if a rule explicitly specifies that it takes effect at the end of the Command phase, then that rule takes effect at the end of the Battle-shock step of the phase, instead of in the Command step.

Saved: Attacks or damage are said to have been saved if any kind of saving throw made as a result has been successful in preventing a model from suffering damage.

Scores a Wound: An attack is said to have scored a wound if it successfully wounds the target and the Allocate Attack step of the attack sequence is reached, even if that attack is subsequently saved by a successful saving throw, or if the damage inflicted by that attack is subsequently ignored by an ability such as Feel No Pain.

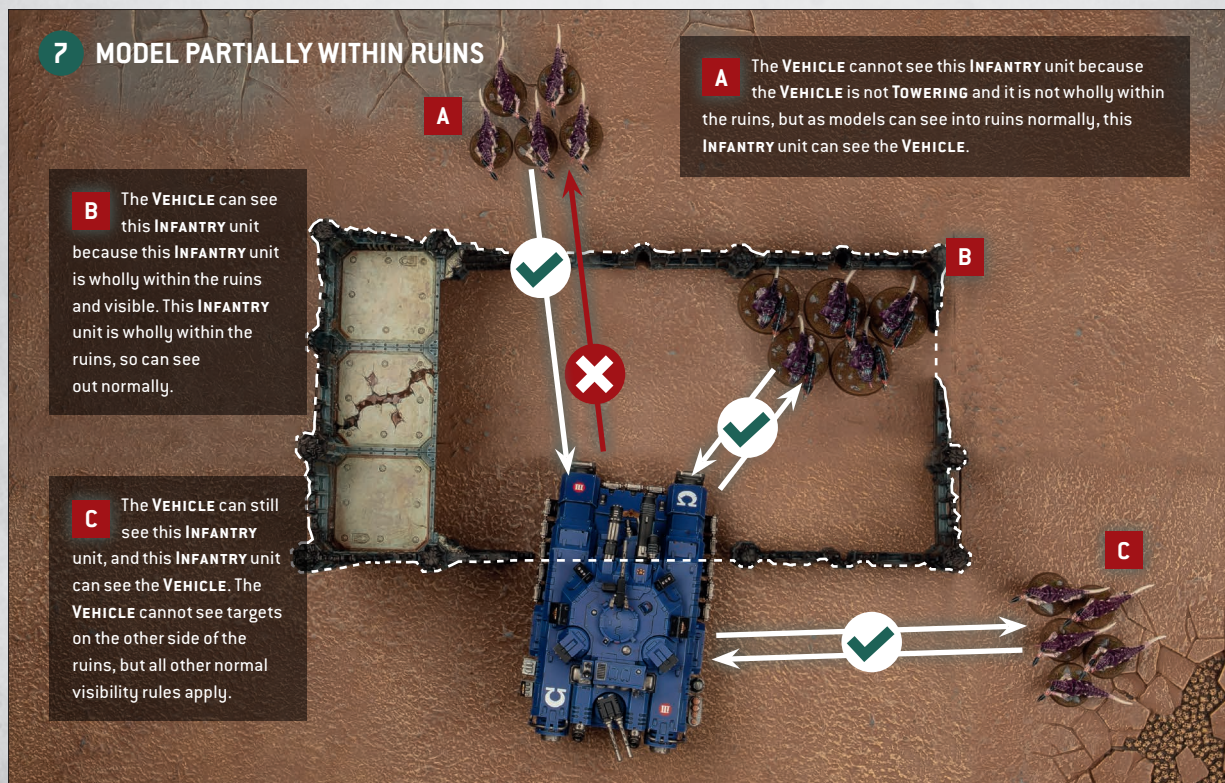
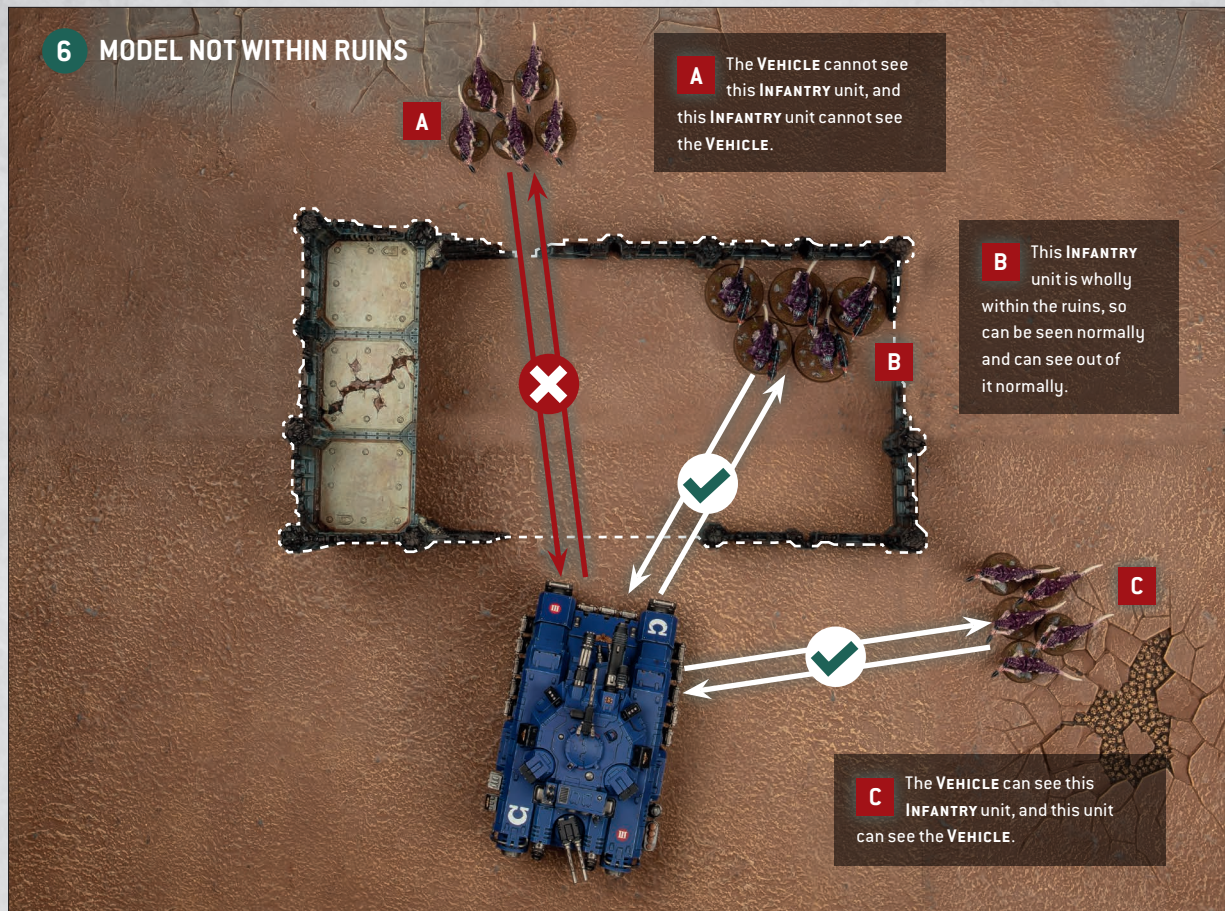
Scouts (with different values): If every model in an Attached unit has the Scouts ability, but the distance listed in that ability varies between models, that unit can still make its 'Scout move', but can only do so up to the shortest of those distances. For example, a unit containing some models with the Scouts 6" ability and some models with the Scouts 9" ability can only make a Scout move of up to 6".

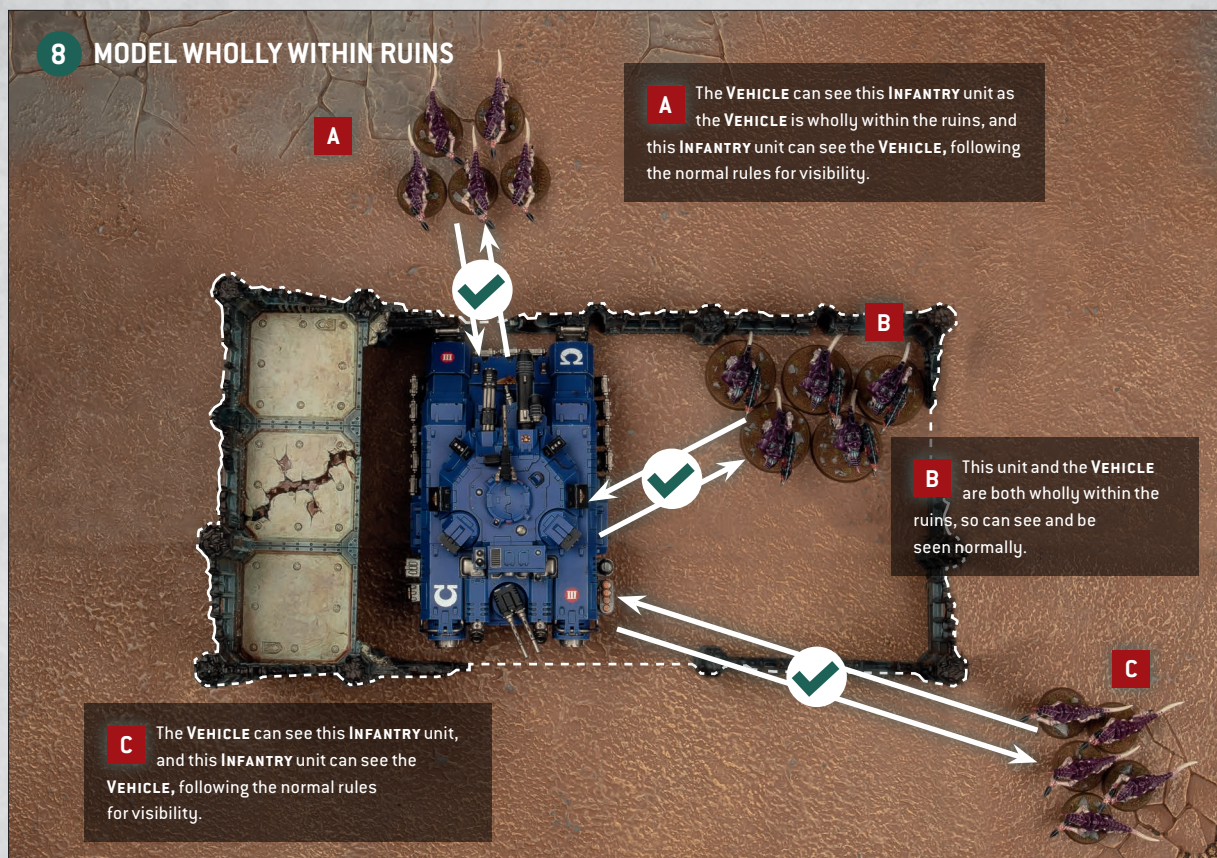
Set Up on the Battlefield: When models, objective markers and terrain features are placed onto the battlefield from a place other than the battlefield, they are said to be set up on the battlefield. Models must be set up in Unit Coherency when they are set up on the battlefield. If, for any reason, a model cannot be set up on the battlefield when instructed to do so, that model is destroyed, but does not trigger any rules that are triggered when a model is destroyed (e.g. Deadly Demise).

Shoot on Death: Some rules enable a model to shoot after it has been destroyed, before being removed from play. A model under the effect of more than one 'shoot-on-death' rule can only shoot once after it has been destroyed, regardless of how many such rules may apply to it. Shoot-on-death rules are always resolved before any other rules that are triggered when a model is destroyed (e.g. Deadly Demise). When making attacks due to a shoot-on-death rule, the destroyed model's unit always counts as having made a Normal move that turn and, unless otherwise stated, the destroyed model counts as having 1 wound remaining. Shoot-on-death rules are also out-of-phase rules (see **Out-of-phase Rules**).

Shoot Again: Some rules allow units (or sometimes models or weapons) to shoot again in your Shooting phase, or shoot 'as if it were your Shooting phase'. Such rules cannot be used on a unit unless it is eligible to shoot when that rule is used. When a unit shoots again, any models in that unit that have already shot in that phase with any of the weapons they are equipped with can shoot those weapons one additional time. When a model shoots again, it can shoot with any weapons it is equipped with that it has already shot with that phase one additional time. When a model can shoot with a specific weapon again, that model can shoot with it one additional time, even if it has already shot with it that phase. If a rule allows a unit, model or weapon to shoot again, then it must resolve its original ranged attacks before shooting again.

Example: A Hellblaster model uses its *For the Chapter!* ability after being destroyed, allowing it to shoot one additional time. When it does, that model follows the normal attack sequence for its ranged weapons, making attacks and rolling to hit and wound as normal.





Shot: When all of the attacks made with a ranged weapon have been resolved, that weapon has shot. When all of a model's ranged weapons have shot, that model has shot. When all models in a unit that are making ranged attacks have resolved all of those attacks, that unit has shot (see **Resolved Its Attacks**).

Single Target (model): When a model attacks with one or more ranged weapons, if all of the attacks made with those ranged weapons target the same unit, that model is said to be shooting at a single target.

Single Target (unit): When a unit is selected to shoot, if all of the models in that unit that are making attacks target the same unit with all of those attacks, the attacking unit is said to be shooting at a single target.

Splitting Units: Some abilities allow you to split units into two smaller units before the battle (e.g. the Transport ability of Drukhari Venoms). When using such abilities, the same models can only be subdivided in this way once (i.e. those smaller units cannot themselves be split further). If a rule is used to split a unit into multiple units before the battle, the Starting Strength of each individual unit is changed to be equal to the number of models in that unit.

Start of the battle round/turn/phase: If a rule is triggered at the start of the battle round/turn/phase, it is triggered at the start of every battle round/turn/phase.

Example: If a rule is triggered 'At the start of the Command phase', it means 'At the start of each player's Command phase'.

Starting Strength: A unit's Starting Strength is the number of models in it at the point that it is added to your army.

Stratagem Label: A Stratagem's labels are written beneath its title and can include: Battle Tactic; Epic Deed, Strategic Ploy; Wargear. A Stratagem can have more than one label; for example, a Stratagem with 'Rad-Cohort – Wargear Stratagem' has both the Rad-Cohort and Wargear labels.

Suffers Damage: If an attack reaches the Inflict Damage step of the attack sequence, the model that attack was allocated to is said to have suffered damage, even if that model subsequently uses a rule to ignore the wounds inflicted or it uses a rule that means those wounds are not lost.

Table Quarter: One even quarter of the battlefield. If a rule instructs you to divide the battlefield into four even quarters, it should be divided up using two lines that both pass through the centre of the battlefield, one of which runs parallel to one battlefield edge and the other running perpendicular to the same battlefield edge.

Target (as part of an ability): Whenever an ability triggers as a result of a condition being met (e.g. [BLAST]), the condition triggering that ability is checked at the time the target of that attack is selected, before any models in that unit make any attacks. If the condition triggering that ability is not met, that ability will not take effect for any attacks in that shooting or fight sequence.

Example: A unit of Flayed Ones selects a unit of 10 Flesh Hounds as the target of its melee attacks. As the Flesh Hounds are not Below Half-strength when selected as the target of those attacks, none of the Flayed Ones' attacks will have the Flesh Hunger ability.

Target (of an attack): When resolving an attack, the target unit of that attack is also known as the target.

Target (of a charge): When a player declares a charge with a unit, the targets of that charge are each said to have been declared as a target of a charge.

The Turn/the Phase: If a rule triggers during 'the turn' or 'the phase' instead of during 'your turn', 'your phase', 'your opponent's turn' or 'your opponent's phase', that rule triggers in both players' turn/phase.

Example: *If a rule states 'At the end of the Movement phase, this model regains 1 lost wound', that rule triggers at the end of your Movement phase and at the end of your opponent's Movement phase.*

Token: Tokens are gaming aids that some rules instruct you to place next to model/unit to remind you and your opponent that a model/unit either has a limited-use ability or is under the effects of a particular rule. Tokens are not counted as models for any purposes (even if they are being represented by a model). If another model needs to move into the space occupied by a token, reposition the token to allow that move to be made.

Treated As (dice roll): When a dice result is 'treated as' another value, any rules that would take effect if that value had been rolled take effect.

Triple: When making a dice roll, a triple is a roll that includes any three dice of the same result.

Unit Champion: Some rules refer to Unit Champions. This term refers to the differently named model in some units that represents their thematic leader. For example, an Intercessor Sergeant is the Unit Champion in an Intercessor Squad. Note that not all units have a Unit Champion, while other units may have multiple such models (e.g. Runtherds in a Gretchin unit). In the case of multiples, the controlling player must nominate one of those models to be the Unit Champion before the battle. Unit Champions have no relevance to the Leader ability.

Unit's Engagement Range: A unit's Engagement Range is the area covered by the Engagement Range of all models in that unit.

Unit's Equipment: When a rule refers to a unit's equipment, it refers to all of the wargear equipped by models in that unit.

Unit's Leadership Characteristic: This is the value of the best Leadership characteristic amongst all models in a unit.

Unit's Phase: A unit's phase is the same as the controlling player's phase. For example, a unit's Movement phase is the controlling player's Movement phase.

Unit's Save Characteristic: If a rule refers to a unit's Save characteristic, it refers to the most common Save characteristic amongst models in that unit. If two different Save characteristics are equally common amongst models in a unit, that unit's controlling player decides which of those characteristics is considered that unit's Save characteristic for the purposes of such a rule. When a rule modifies a unit's Save characteristic, it modifies the Save characteristic of every model in that unit.

Unit's Toughness Characteristic: If an Attached unit contains models with different Toughness characteristics, for the purpose of determining that unit's Toughness characteristic, use the highest Toughness characteristic amongst that unit's Bodyguard models. If a non-Attached unit contains models with different Toughness characteristics, for the purpose of determining that unit's Toughness characteristic, use the highest Toughness characteristic amongst all of that unit's models. In either case, When resolving attacks against such a unit, determine that unit's Toughness characteristic when it is selected as a target.

Vehicles with Bases: When measuring to and from **VEHICLES** with bases (excluding **AIRCRAFT** and **WALKERS**) always measure to and from the closest part of the model for all rules purposes (i.e. measure to or from its base or its hull, whichever is closest), **with the following exceptions:**

- When a model ends a move within Engagement Range of one or more **VEHICLES** with bases (excluding **AIRCRAFT** and **WALKERS**), it is considered to be in base-to-base contact with that **VEHICLE** or those **VEHICLES** while it is within 0" horizontally and 5" vertically of any part of those **VEHICLE** models.
- A unit can embark within a friendly **TRANSPORT** with a base after that unit ends a Normal, Advance or Fall Back move wholly within 3" horizontally and 5" vertically of any part of that **TRANSPORT**.
- When a unit disembarks from a **TRANSPORT** with a base, set it up so that it is wholly within 3" horizontally and 5" vertically of any part of that **TRANSPORT** model and not within Engagement Range of one or more enemy units.

VISIBILITY

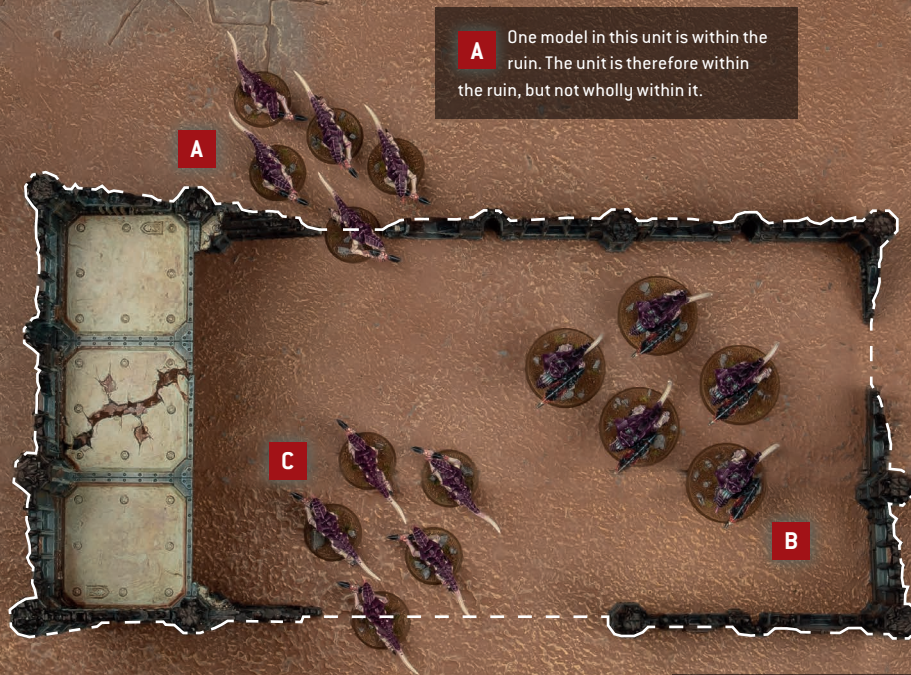
- **Model/Unit Visible:** If any part of another model can be seen from any part of the observing model, that other model is visible to it. If one model in a unit is visible, then the unit is said to be visible to the observing model.
- **Model Fully Visible:** If every part of another model that is facing the observing model can be seen from any part of the observing model then that other model is said to be fully visible to the observing model i.e. the observing model has a line of sight to all parts of the other model that are facing it, without any other models or terrain features blocking any part of it. If a model is fully visible to every model in an observing unit, then that model is fully visible to the observing unit.
- **Unit Fully Visible:** If every model in a unit is fully visible to an observing model, then that unit is fully visible to the observing model. If every model in a unit is fully visible to every model in an observing unit, then that unit is fully visible to the observing unit. For the purposes of determining if an enemy unit is fully visible, a model can also see through other models in its own unit and through other models in the unit it is looking at.

WITHIN AND WHOLLY WITHIN

- **Within:** If a rule says it applies 'within' a specified distance, it applies at any distance that is not more than that distance. For example, within 1" means any distance that is not more than 1" away.
- **Model/Unit Within:** A model is within a specified distance if any part of its base (or hull) is within that distance. A unit is within a specified distance if one or more of its models are within that distance.
- **Model/Unit Wholly Within:** A model is wholly within a specified distance if every part of its base (or hull) is within that distance. For example, a model is wholly within a terrain feature such as Woods or Ruins if no part of its base (or hull) extends beyond the footprint of that terrain feature. A unit is wholly within a specified distance if every model in that unit is wholly within that distance.



9 WITHIN AND WHOLLY WITHIN



A One model in this unit is within the ruin. The unit is therefore within the ruin, but not wholly within it.

C Four models in this unit are wholly within the ruin, and one model is only within the ruin. The unit is therefore within the ruin, but not wholly within it.

B Every model in this unit is wholly within the ruin. The unit is therefore wholly within the ruin.

Warlord (must be/cannot be): When selecting your **WARLORD**, if more than one model from your army has a rule that states it must be your **WARLORD**, you must select which of those models will be your **WARLORD**. If one rule states that a model must be your **WARLORD** and another rule states that that model cannot be your **WARLORD**, the rule that prohibits that model from being your **WARLORD** takes precedence.

When: If a rule states that it takes place when a certain trigger occurs, unless otherwise stated, that rule takes effect before any others.

While This Model is Leading a Unit: These rules only apply while the model with that rule is part of an Attached unit, and otherwise have no effect. While a model with such a rule is part of an Attached unit, it will also benefit from its own rule. If an Attached unit contains more than one model with such a rule, both models are considered to be leading that Attached unit, and so all such rules apply. Such rules cease to apply if that unit ceases to be an Attached unit (such as when the last Bodyguard model in that unit is destroyed) – if this is as the result of an enemy unit's attacks, all 'while this model is leading a unit...' rules cease to apply after the attacking unit's attacks have been resolved.

With the 'X' Ability: Some rules affect or require you to select a model or unit with a particular ability. When resolving such rules, any numbers following the ability are irrelevant when determining if the rule affects that model or unit.

Example: If a rule instructs you to select a model from your army with the *Deadly Demise* ability, you could select a model with the *Deadly Demise 1*, *Deadly Demise D3* or *Deadly Demise D6* ability.

Wholly on Top Of (Craters): A model is wholly on top of a **CRATER** terrain feature if no part of its base (or hull) extends beyond the edge of that terrain feature.

Worst: When referring to the worst characteristic in a unit, compare the values of all the specified characteristics of all the models/weapons in that unit. The worst value is the value all other instances in that unit are either better than or equal to (see **Or Worse**).

Example: If a unit contains one model with a *Ld* of 6+, one with a *Ld* of 7+ and nine with a *Ld* of 8+, the worst *Ld* characteristic in that unit is 8+.

Wounds: If a Wound roll is successful, the attack is said to wound the target.

You: If a rule refers to 'you', it is referring to the controlling player.

Your Opponent's Stratagems: Stratagems that your opponent uses are sometimes referred to as your opponent's Stratagems.

Your Stratagems: Stratagems that you use are sometimes referred to as your Stratagems.

Your Unit (in Stratagems): The term 'your unit(s)' in the Effect section of Stratagems always relates to the unit(s) selected in the Target section of that Stratagem, and never refers to any other units from your army.

MODIFIERS

Modifiers are rules that change a numerical value from one value to another. This can include the result of a dice roll, the characteristics of a model, and more. This section details how to apply modifiers in your games. In all cases:

1. All modifiers are cumulative.
2. If a rule instructs you to change or replace one characteristic with a specified value, change the relevant characteristic to the new value before applying any modifiers that apply from other rules (if any) to the new value.
3. You must then apply division modifiers before applying multiplication modifiers, before applying addition and then subtraction modifiers.
4. Round any fractions up after applying all modifiers.

Example 1: A model is under the effects of two abilities, one instructing the controlling player to 'double the Attacks characteristic of its melee weapons' and the other saying 'add 1 to the Attacks characteristic of its melee weapons.' These two modifiers ($\times 2$ and $+1$) are cumulative and applied concurrently. If that model had a melee weapon with an unmodified Attacks characteristic of 3, then after the modifiers are applied, this would become 7 ($3 \times 2 = 6$, then $6 + 1 = 7$).

Example 2a: An Ancient is leading a unit of Intercessors (Objective Control = 2). The unit is within Engagement Range of a unit of Rippers whose Chitinous Horrors ability states 'While an enemy unit is within Engagement Range of this unit, halve the Objective Control characteristic of models in that enemy unit'. The Ancient has the Astartes Banner ability, which states 'While this model is leading a unit, add 1 to the Objective Control characteristic of models in that unit'. Division modifiers are applied before addition modifiers, meaning the final modified OC of each Intercessor model in that unit is 2 ($2/2 = 1$, then $1 + 1 = 2$).

Example 2b: The same Intercessor unit from Example 2a becomes Battle-shocked, changing the OC characteristic of its models to 0. This happens before the Chitinous Horrors and Astartes Banner modifiers are applied, meaning the final, modified OC of each Intercessor model in that unit is 1 ($0 \rightarrow 0$, then $0/2 = 0$, then $0 + 1 = 1$).



Modifying Characteristics

Some rules modify the characteristics of models, weapons and attacks. In such cases, the following points apply:

- If a rule instructs you to modify a model's Weapon Skill (WS) characteristic, modify the WS characteristic of every melee weapon equipped by that model.
- If a rule instructs you to modify a model's Ballistic Skill (BS) characteristic, modify the BS characteristic of every ranged weapon equipped by that model.
- Strength, Toughness, Attacks and Damage characteristics can never be modified below 1. The exception to this is where a rule specifies that you can change the Damage characteristic to 0, where this is applied before any other modifiers.
- Leadership characteristics can never be modified to 4+ (or better), or to 9+ (or worse).
- Armour Penetration and Objective Control characteristics can never be modified to worse than 0.
- Move and Range characteristics can never be modified to less than 1".
- Characteristics of '20+", '-', '++' and 'N/A' can never be modified.
- If an ability modifies the Damage characteristic of a weapon, and that weapon can inflict mortal wounds in addition to the normal damage, the modifier does not apply to any mortal wounds that are inflicted.

Modifying Characteristics by Improving, Reducing or Worsening Them

When these terms are used in rules, the following points apply:

- **Improving WS, BS, Sv and Ld:** When improving a WS, BS, Sv or Ld characteristic, subtract the appropriate amount from the number before the plus sign, e.g. improving a WS of 3+ by 1 would result in a WS of 2+. WS, BS and Sv characteristics can never be modified to 1+ or better.
- **Worsening WS, BS, Sv and Ld:** When worsening a WS, BS, Sv or Ld characteristic, add the appropriate amount to the number before the plus sign, e.g. reducing a WS of 3+ by 1 would result in a WS of 4+.
- **Improving AP:** When improving an AP characteristic, subtract the appropriate amount from the characteristic, e.g. improving an AP of -1 by 1 would result in an AP of -2; improving an AP of 0 by 1 would result in an AP of -1.
- **Reducing or Worsening AP:** When reducing or worsening an AP characteristic, add the appropriate amount to the characteristic, to a maximum of 0, e.g. reducing/worsening an AP of -1 by 1 would result in an AP of 0; reducing/worsening an AP of 0 by 1 would result in an AP of 0.
- **Improving or Worsening Other Characteristics:** When instructed to improve/worsen a characteristic that does not include a '+' or '-' symbol, add/subtract the specified amount to/from that characteristic [e.g. to improve a Strength characteristic by 1, add 1 to it].

* Modifying a Damage Characteristic and Devastating Wounds

Some rules modify the Damage characteristic of an attack that has the [DEVASTATING WOUNDS] ability.

- When a rule modifies an attack's Damage characteristic, if that attack scores a Critical Wound, the Damage characteristic is modified before the damage is applied as mortal wounds.

Modifying a Unit's Characteristic

Some rules modify the characteristic of not a single model, weapon or attack, but the characteristics of a unit.

- When a rule modifies a unit's characteristic, it modifies that characteristic for every model/weapon in that unit.

Modifying Dice Rolls

Some rules modify the results of dice rolls. In such cases, the following points apply:

- Modifiers are applied after any re-rolls of that dice roll.
- A dice roll can be modified above its maximum possible value (for example, a D6 roll can be modified above 6).
- A dice roll can never be modified below 1. If, after all modifiers have been applied, a dice roll would be less than 1, count that result as a 1.
- Some dice rolls can never be modified by more than -1 or +1 (e.g. Hit rolls). In such cases, after all the cumulative modifiers to a roll have been calculated, if the total modifier would be -2 or worse, it is changed to -1. Similarly, after all the cumulative modifiers to a roll have been calculated, if the total modifier would be +2 or better, it is changed to +1.

Modifying a Stratagem's CP Cost

Some rules modify the cost of using certain Stratagems. In such cases, the following points apply:

- The CP cost of a Stratagem can never be modified below 0CP.
- If a rule modifies the CP cost of a Stratagem when you use it, but does not specify a duration for that modifier, that modifier only applies to that usage of that Stratagem.

Ignoring Modifiers

Some rules enable a weapon, model or unit to ignore modifiers to characteristics or rolls.

- When an ability allows you to ignore modifiers to a unit's or model's characteristics, unless specifically stated otherwise, this allows you to ignore modifiers to the following characteristics: Move, Toughness, Save, Wounds, Leadership and Objective Control for the model(s), and Range, Attacks, Ballistic Skill, Weapon Skill, Strength, Armour Penetration and Damage for their weapons and attacks.
- When an ability allows you to ignore modifiers to a unit's or model's rolls or tests, unless specifically stated otherwise, this allows you to ignore modifiers to all rolls and tests for those models and their attacks (so, for example, an Advance roll, Hit roll, Wound roll, Damage roll, Charge roll, Desperate Escape test, or Hazardous test).
- When a rule states 'you can ignore any or all modifiers' to a stated characteristic or roll, you can choose to ignore all of the modifiers to the stated characteristic or roll, or only some of them. For example, you can still choose to apply positive/beneficial modifiers to that characteristic, roll or test while ignoring negative/detrimental modifiers.

CORE RULES ERRATA

VERSION 1.0

This document collects amendments to the Warhammer 40,000 Core Rules designed to improve the player experience and/or to align the Core Rules with rules developments communicated elsewhere.

UPDATES & ERRATA

Page 41 – Command Re-roll Stratagem

Change to:



1CP

COMMAND RE-ROLL

CORE – BATTLE TACTIC STRATAGEM

A great commander can bend even the vagaries of fate and fortune to their will, the better to ensure victory.

WHEN: Any phase, just after you make an Advance roll, a Charge roll, a Desperate Escape test or a Hazardous test for a unit from your army, or a Hit roll, a Wound roll, a Damage roll or a saving throw for a model in that unit, or a roll to determine the number of attacks made with a weapon equipped by a model in that unit.

TARGET: That unit from your army.

EFFECT: You re-roll that roll, test or saving throw.

Page 42 – Rapid Ingress Stratagem

Change to:



1CP

RAPID INGRESS

CORE – STRATEGIC PLOY STRATAGEM

Be it cunning strategy, potent technology or supernatural ritual, there are many means by which a commander may hasten their warriors' onset.

WHEN: End of your opponent's Movement phase.

TARGET: One unit from your army that is in Reserves.

EFFECT: Your unit can arrive on the battlefield as if it were the Reinforcements step of your Movement phase, and if every model in that unit has the Deep Strike ability, you can set that unit up as described in the Deep Strike ability (even though it is not your Movement phase).

RESTRICTIONS: You cannot use this Stratagem to enable a unit to arrive on the battlefield during a battle round it would not normally be able to do so in.

Page 58 – Objective Markers, 4th paragraph, 3rd sentence

Change to:

'A player will control an objective marker at the end of any phase or turn if their Level of Control over it is greater than their opponent's.'

