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Warhammer 40,000 Rules Addendum

Warhammer 40,000 Rule Book

The Movement Phase

- A Tank is allowed to move through non-vehicle enemy models not locked in close combat when it turns on the spot to “aim” as part of a Tank Shock. Units moved through in this way count as being Tank Shocked and models in the path of the pivot may make Death or Glory attacks (provided the unit passes its Morale test). [pgs. 76 & 85, W40KRB]

The Shooting Phase

- Models that Turbo-boost in the Shooting phase can move any number of inches (up to the maximum for their unit type) in any combination of directions, potentially ending the phase in the exact same position. [pg. 45, W40KRB]
- When a unit makes a shooting attack, so long as a model in the target unit was within range and LoS of at least **one** firing model when To Hit rolls were made, then that target model may have wounds allocated to it and be removed as a casualty.
- Ex 1: A unit of 10 Grey Hunters with 8 Boltguns and 2 Meltaguns fires at a unit of Chaos Space Marines. The Space Wolves player chooses to resolve the Boltgun wounds first. After armor saves are made for the Boltgun wounds, the closest CSM is beyond the 12” range of either Meltagunner. This CSM model may still have the Meltagun wounds allocated to it and be removed as a casualty if any one of the Boltgun wielding Grey Hunters had range and LoS to it when To Hit rolls were made.
- Ex 2: A Space Marine Tactical Squad with 4 Boltguns and a Lascannon shoots at a unit of Ork Boys. All 4 Boltgun wielding Marines have range and LoS to the same Ork Boy, but only that Boy. The Lascannon Marine has range and LoS to the entire Ork Boy unit. All Ork Boys in the unit can have unsaved wounds allocated to them and be removed as casualties.

Note that unsaved wounds from an attack that does not require LoS (e.g. Barrage weapons, Tau Smart Missile Systems) **can** be allocated to target models that are completely out of the firing unit's LoS.

[pg. 3, W40KRB FAQ]

- When a unit makes a shooting attack, any vehicle models that are completely out of the firing unit's LoS cannot be affected by that shooting attack (unless the attack does not require LoS, of course).

The Assault Phase

- A charging unit must roll for its normal 2D6 charge range *before* attempting to determine if any of the charging models will be forced to move through difficult terrain. Then, *before* moving any of the charging models, both players will have to mentally map out where each charging model can and will move. If this process determines that the charging unit will have to move through DT, then at this point, roll the additional difficult terrain D6 as instructed on page 22 of the rulebook. If the charging unit has an ability allowing them to re-roll some or all of their charge range (such as the Fleet special rule), then this ability can either be utilized *before* rolling the additional difficult terrain D6 or *after*, but not both.
- Ex: A unit with Fleet rolls 2D6 for its charge range and scores 3". As this is not enough distance to reach its target, the charging player decides to re-roll both dice and this time scores 11". Unfortunately, this new charge range now means the unit will be charging through DT, so the additional difficult terrain D6 is rolled, with a '1' being the result. However, the charging unit cannot re-roll this '1' result, as they have already utilized their Fleet re-roll.

[pgs. 21-22, W40KRB]

- When multiple units are eligible to fire Overwatch at a charging unit, the firing player resolves the Overwatch from one of his units (of his choice) before deciding whether he would like to fire Overwatch with another eligible unit. This continues until all eligible units have either fired or the player chooses to make no further Overwatch attacks against the charging unit. [pg. 27, W40KRB]
- Units are considered to be locked in close combat as soon as any enemy model moves into base to base contact with them. This prevents the unit from firing Overwatch against other units charging them later in the same phase. [pg. 23, W40KRB]
- Units may choose not to make a Consolidation move after winning an assault. If they choose not to, all models in the unit are left in their exact positions. [pg. 27, W40KRB]
- If a unit chooses to make a Consolidation move, then all models in the unit must end this movement 1" away from all enemy models, including any enemy vehicles they may have just attacked in close combat. [pg. 27, W40KRB]
- While making Pile In moves, if both players' moves in a particular Initiative step are insufficient to bring any combatants back together, but Pile In moves in subsequent Initiative steps that turn would be sufficient to do so, the assault continues normally. [pg. 23, W40KRB]

Characters

- Precision Shot/Strike wounds are always separated into a different group (or groups) within the Wound Pool from any non-Precision Shot/Strike wounds. [pg. 63, W40KRB]

Psykers/Psychic Powers

- If the Terrify psychic power causes a unit locked in close combat to fall back, they leave combat and make a normal fall back move. If they were the only unit locked in combat with the enemy, the enemy may not make a Sweeping Advance or Consolidate and remains exactly where they are. [pg. 147, W40KRB]
- Multiple instances of the same Malediction cast by different models do stack with each other. [pg. 68, W40KRB]
- Zooming Flyers do not suffer the Strength 1 hit with the Haywire special rule when targeted by the Objuration Mechanicum psychic power. The other effects of the power apply normally. [pgs. 3 & 6, W40KRB FAQ]
- A psyker that is either falling back at the start of its turn or unable to move in its movement phase (because it is locked in combat or has gone to ground, for example) may not use the Gate of Infinity Psychic power that turn (both the version of the power in the main rulebook and in the Space Marine codex). [pg. 146, W40KRB]

Universal Special Rules

- **Ignores Cover: This applies to damaging (inflicting glances and penetrating hits) against Vehicles. If a unit/model fires with a weapon that has this USR or has it as part of the unit's rules. It will gain the benefit of this rule against Vehicles. [pg. 38 & 74, WH40KRB]**
- Models making a Hit & Run move that encounter an obstacle they are not allowed to move through or over (such as Impassable Terrain or the edge of the board, for example) immediately end their move. [pg. 38, W40KRB]
- An Independent Character that has the Infiltrate special rule can join a unit that does not have Infiltrate during deployment allowing them all to infiltrate together [pg. 39, W40KRB]
- A model that fires during an opponent's turn using the Interceptor special rule: Must have line of sight to its target even if the weapon being fired does not normally require LoS. Always counts as stationary for this firing. May still fire Overwatch if assaulted in the same player turn, even with the same weapon used to intercept. [pg. 38, W40KRB]
- A unit can perform a Vector Strike in the same turn that it leaves Combat Airspace. [pgs. 43 & 81, W40KRB]
- If a model has the Smash special rule and uses a close combat weapon that has an AP3 or higher, these attacks are still resolved at AP2. [pg. 42, W40KRB]
- Unless specified otherwise, attacks that cause Instant Death on a *to wound* roll of 6 still need to be able to wound the target model for Instant Death to be inflicted (e.g. a S4

attack cannot hurt a T8 model even if the attack causes Instant Death on a 6). [pg. 38, W40KRB]

- If a unit rolls a Misplaced result on the Deep Strike Mishap Table, the enemy player must place the unit in a legal spot where they would not mishap a second time. If no such position exists, the unit is placed into Ongoing Reserves. [pg. 36, W40KRB]
- When a unit with the Brotherhood of Psykers/Sorcerers special rule casts a psychic power, range and LoS are determined from any single model with this rule in the unit, selected by the casting player. Note that if such a unit casts a psychic shooting attack, only the selected model counts as making the attack (meaning other models in the unit can still fire a weapon of their own, should they have one). [pg. 34, W40KRB]

Flyers and Flying Monstrous Creatures

- Unless specified otherwise, any attacks or special abilities that can cause damage (i.e. hits, wounds and/or vehicle damage) without rolling to hit (e.g. an Ork Weirdboy's Zzap psychic power and Njal's Lord of Tempests special rules) have no effect on Zooming Flyers and Swooping Flying Monstrous Creatures. This is true even if the attacking unit has the Skyfire special rule. Note that Imotekh's Lord of the Storm ability is an explicit exception to this rule. [pg. 3, W40KRB FAQ]
- For ease of tournament play, at this event, all vehicle weapons are assumed to be able to swivel vertically 180 degrees on their mount, instead of the normal 45 degrees. [pg. 72, W40KRB]

Blast Weapons

- Vehicles hit by a blast weapon, but completely out of Line of Sight of the firing unit, are affected normally by the blast. [pg. 1, W40KRB FAQ]

Template Weapons

- Models completely out of LoS of the firing unit can be hit by a template weapon and add wounds to the wound pool for the shooting attack. However, unless the template weapon does not require LoS, models completely out of LoS of the firing unit cannot have unsaved wounds allocated to them, and so cannot be removed as casualties. Similarly, a template cannot affect vehicles that are completely out of the firing unit's LoS either (unless the weapon does not require LoS, of course). [pg. 16, W40KRB]
- Template weapons with the Torrent special rule, besides not having to be placed touching the firing model's base, must still abide by all other targeting restrictions for Template weapons. [pg. 43, W40KRB]

Allies

- A unit with an allied Independent Character attached cannot embark, nor begin the game embarked, upon a transport vehicle. [pg. 112, W40KRB]

Fortifications

- Fortifications/gun emplacements are not considered to be models or units (they are terrain), which means among other things:
- They do not generate a Victory Point when destroyed.
- They do not benefit from special abilities that affect models/units (e.g. Ork Kustom Force Field or Dark Angel Power field Generator).
- They are also unaffected by tank shocks and psychic powers (other than psychic shooting attacks). [pgs. 3, 44, 92 & 105, W40KRB]
 - Fortifications that are buildings may take cover saves granted by terrain or intervening units just like a vehicle does, treating the building's entire silhouette as it's facing if none is apparent. Gun emplacements may take cover saves granted by terrain or intervening units just like an Infantry model does. [pgs. 94 & 105, W40KRB]
 - Units cannot declare a charge against a Gun emplacement. However, if while charging another unit a gun emplacement is engaged in close combat, then attacks may be directed at the gun emplacement as though it were a separate unit. [pgs. 44 & 105, W40KRB]
 - Both players may have a model in base contact with the same gun emplacement (provided they are 1" apart) and both models may fire it in consecutive Shooting phases. [pg. 105, W40KRB]
 - Models on top of a Bastion that are obscured by the battlements receive a 4+ cover save. [pgs. 95 & 97, W40KRB]
 - Models behind a Bastion and obscured by the building portion of the fortification receive a 3+ cover save. [pg. 18, W40KRB]
 - Models obscured by a ruined bastion receive a 4+ cover save. [pg. 18, W40KRB]
 - The purchased Comms Relay and gun emplacement for a Bastion must be placed on the fortification's roof.
 - For the purposes of movement and unit coherency, treat the Skyshield Landing Pad like a ruin without a base and one upper level. However, unlike standard ruins, Walkers and Monstrous Creatures are allowed onto the upper level of a Skyshield landing pad as if they were Infantry. [pgs. 98 & 115, W40KRB]
 - Only models physically on top of a shielded Skyshield Landing Pad gain the 4+ invulnerable save. [pg. 115, W40KRB]
 - The shielding walls of a Skyshield Landing Pad are battlements and provide a 4+ cover save to models obscured by them. [pgs. 95 & 115, W40KRB]
 - Models obscured by the leg/pillar portion of a Skyshield Landing Pad receive a 3+ cover save. [pg. 18, W40KRB]

Terrain

- The 4+ cover save for ruins applies only to models obscured from the attack by the walls of the ruin. The floor and its base (if it has one) are just treated as normal area terrain. Rules that specifically modify the cover save of ‘ruins’ apply only to the cover save provided by the ruin walls. [pgs. 18 & 98, W40KRB]
- Unlike other types of area terrain, forests grant a cover save if a firing model traces its line of sight over *any portion* of the forest’s base, regardless of whether the target (even if it is a vehicle) is physically obscured by the trees at all. This even applies to a firing model even a fraction of an inch fully inside of a forest that is firing at targets outside. [pg. 102, W40KRB]

Missions

- For ease of tournament play, at this event, a scoring unit is always considered to be a denial unit as well. [pg. 123, W40KRB]
- A Fast Attack/Heavy Support unit with the Swarms special rule (or any other special rule that specifies the unit never counts as being scoring) does not count as being a scoring unit, even when playing the Scouring or Big Guns Never Tire missions. [pg. 123, W40KRB]
- In The Relic mission, if the relic is dropped because it moves more than 6” in a single phase then it is dropped from the position where the carrying model began that phase. [pg. 131, W40KRB]
- Units embarked on a transport cannot achieve the Linebreaker Secondary Objective for being in the enemy’s deployment zone. [pg. 122, W40KRB]

Drop Pods

- Models disembarking from a drop pod can make a normal move ending wholly within 6” of the pod.
- When a Drop Pod deploys, it does not automatically lose a Hull Point even though it is ‘treated as suffering an immobilized damage result’. However, if it lands in Difficult/Dangerous Terrain and fails its Difficult Terrain test, then it loses a total of 2 Hull Points.
- The doors of a drop pod model are ignored for all game purposes (e.g. they never block LoS, they may not be disembarked from, and enemy models do not need to remain 1” away from them).
- Units embarked upon a drop pod transport, and Independent Characters attached to those units, are ignored for the purposes of calculating the number of units that may be held in Reserves. This means that a drop pod themed army could potentially begin the game with every unit in Reserves. [pg. 36, W40KRB]

Adeptus Soriatus (Sisters of Battle)

- **Condemnor Bolgun:** Hit(s) from the one shot profile of this weapon cause a Perils From the Warp (Perils), due to Psychock, to EACH Psyker in a unit per hit, unless they have a special rule for handling Perils, i.e. Psyker Battle Squad: Ultimate Sanction, or Grey

Knight Squads: Brotherhood of Psykers. In these case the unit is affected according to its special rule. [C:AS pg. 58, C:IG pg. 47, C:GK pg. 21 & 57]

Black Templars -- See Space Marines

Blood Angels

- A Furioso Librarian counts as being a Blood Angels Librarian for the purposes of generating psychic powers from the rulebook (per the Blood Angels FAQ). Note that even though a Furioso Librarian has two psychic powers, it is still Psychic Mastery Level 1 [pg. 2, C:BA FAQ & pg. 29, C:BA]
- The Blood Lance psychic power has no effect against Zooming Flyers and Swooping Flying Monstrous Creatures. [pg. 3, W40KRB FAQ]

Chaos Daemons

- When using Psychic Powers against a unit that modifies a psykers leadership for the Test. The bonus leadership granted for being a daemon of Tzeentch is applied BEFORE any negative modifiers for casting the power(s), this bonus cannot cause the leadership of the psyker to exceed 10. [pg. 2 & 67 WH40KRB]
- When resolving a Warp Storm result that requires a D6 to be rolled for each unengaged enemy unit (and units containing at least one Daemon of the specified type), do not roll for any units that are currently embarked in a vehicle or occupying a building. [pg. 27, C:CD]
- The *Daemonic Possession* Warp Storm result has no effect on psykers currently embarked upon transports or occupying buildings. It does however affect Swooping or Gliding Flying Monstrous Creatures (that are also psykers) normally. [pg. 27, C:CD]
- When generating a unit of Daemons either from a Portaglyph or the *Summoned from the Warp* Warp Storm result, a Chaos Daemons player may roll the unit size before choosing which type of unit is summoned. [pgs. 27 & 65, C:CD]
- When a psyker (or unit of psykers) is created mid-game, immediately roll for any randomly generated psychic powers before placing them on the table. Psykers created this way enter the game with 1 Warp Charge point per their mastery level. [pgs. 27 & 65, C:CD]
- Independent Characters from the Chaos Daemons codex cannot join units from the Chaos Space Marines codex. [pg. 26, C:CD]
- Feel No Pain rolls may be taken against wounds caused by Daemonic Instability. [pg. 35, W40KRB & pg. 26, C:CD]
- Kairos Fateweaver's Staff of Tomorrow does not allow him to re-roll the end of the game roll, Night Fight rolls on turns 5+, or a D6 that was originally rolled by the opponent. [pg. 42, C:CD]
- Kairos Fateweaver is treated as a single psyker model for any special rules or attacks that target, count, or otherwise affect psykers. [pg. 42, C:CD]

- For the purposes of the Lamprey's Bite special rule, a Screamer's "normal close combat attacks" include the bonus attack for charging but do not include Hammer of Wrath attacks. [pg. 41, C:CD]
- A model may only take a cover save against a Screamer's Slashing Attacks if it is in area terrain (excluding vehicles) or there is a special rule granting it cover. [pg. 41, C:CD]
- For a Burning Chariot of Tzeentch, the Blue and Pink Fire of Tzeentch Daemonic Gifts belong to the Exalted Flamer and not the Chariot itself. This means that if the chariot moves, in the subsequent Shooting phase the Exalted Flamer will only be able to shoot Blue Fire as a snap shot, and will not be able to shoot Pink Fire at all. [pgs. 40 & 61, C:CD]
- When the Masque of Slaanesh targets a unit with the Dance of Caging, roll a separate D3 each time the target unit is going to move for any reason. The Dance of Caging affects all types of movement, including, Turbo-boosting and Thrust movement. Flying Monstrous Creatures that are affected by this ability on their turn may not choose to Swoop. [pg. 58, C:CD]
- A Fiend of Slaanesh's Disruptive Song special rule applies a -1 Ld modifier for each Fiend model that is within 12" of an enemy psyker. These modifiers are cumulative with other instances of Disruptive Song from different units. Note that a Leadership Test is not the same as a Characteristic Test, and therefore a roll of double '1' always passes even against a Ld of 0. [pg. 57, C:CD]
- Leadership penalties from the Doomstone apply to an enemy character even if that model is removed as a casualty and later returns to the game via a special rule. If the Doomstone lowers a character's leadership to 0, then any special rules that would prevent them from being removed as a casualty or subsequently return them to play are ignored. [pg. 65, C:CD]
- If a multi-wound model fails a characteristic test from the Pavane of Slaanesh or Rancid Visitations psychic powers, but is not removed as a casualty, the attack immediately ends. [pg. 69, C:CD]
- Each unsaved wound inflicted by either the Contagion or Witsteal special rule does cause the affected model (if still alive) to take a further Toughness/Initiative characteristic test, respectively. [pgs. 62 & 63, C:CD]
- The turn it arrives from Reserves, an Icon of Chaos can immediately be used to reduce the scatter distance of subsequent viable units arriving by Deep Strike. [pg. 64, C:CD]
- If a model riding an immobilized chariot has the Warp Tether Daemonic Gift and is removed as a casualty, the chariot, along with its rider, are placed into Ongoing Reserves and will have to re-enter play via Deep Strike. [pg. 67, C:CD]
- A Chaos Daemons player may roll to see if the Portaglyph creates a unit the same turn that it is placed. [pg. 65, C:CD]

- A Portaglyph has no specified height, and may literally be represented by a small blast template. [pg. 65, C:CD]
- When Necron Mindshackle Scarabs are controlling a daemon model with a Mutating Warpblade, and that model slays a character or monstrous creature from their own army, the Warp Mutation special rule does not take effect. [pg. 62, C:CD]
- When Mindshackle Scarabs force a model to attack another model from its own army (including itself), and the target model has the Burning Blood Daemonic Gift, D3 wounds are not generated for each unsaved wound suffered. [pg. 66, C:CD]
- The +1 to Feel No Pain rolls from the Warpflame Daemonic Gift stacks with other instances of Warpflame. Note that a model's Feel No Pain roll can never be improved beyond 2+. [pg. 61, C:CD]
- When rolling for a model's Daemonic Rewards, Warp-forged Armor and the Unbreakable Hide Greater Reward are not considered to be duplicates. [pg. 66, C:CD]
- A model with the Mutating Warpblade must actually use the weapon to slay an enemy character or monstrous creature for the Warp Mutation special rule to take effect. [pg. 62, C:CD]
- A model with the Blade of Blood must actually use the weapon to attack in the assault phase for the Bloodlust special rule to take effect. [pg. 62, C:CD]
- As long as a Daemon armed with a Staff of Change or Mutating Warpblade manages to inflict one or more unsaved wounds onto an enemy character or monstrous creature in the same Initiative step of a combat where that character or monstrous creature is killed, then their Warpdoom and/or Warp Mutation special rules will apply. Note that this means it is possible for both the Warpdoom and Warp Mutation special rules to be resolved against the same model [pg. 62,C:CD]

Chaos Space Marines

- A model without the Champion of Chaos special rule may attempt a Glorious Intervention to save a model with the Champion of Chaos rule. [pg. 65, W40KRB]
- Two Independent Characters with different Marks of Chaos can both join the same unmarked unit. [pg. 30, C:CSM]
- Force weapons cannot cause Instant Death to Kharn the Betrayer even if their strength is double or more than his toughness value (e.g. a Nemesis Daemonhammer). [pg. 59, C:CSM]
- A Warpsmith cannot use a fire point to curse an enemy vehicle with the Master of Mechanisms special rule while embarked on a vehicle. [pg. 34, C:CSM]
- If a CSM model is locked in combat and the end of phase Toughness tests caused by his Black Mace kills all enemy models within 3" of him, the CSM model is still considered to be locked in that combat unless *all* enemy models locked in that combat were killed. [pg. 69, C:CSM]

- If Typhus chooses to use the Destroyer Hive special rule while he is involved in a challenge, place the large blast template normally. The enemy model also involved in the challenge is treated as being in a separate unit from any other units hit by the template. Wounds are then determined normally for each effected unit, removing casualties in order of closest to Typhus. Using the Destroyer Hive in this way allows Typhus to wound models not directly involved in the challenge. [pg. 61, C:CSM]
- Plague Zombies can man gun emplacements and fire emplaced weapons. [pg. 105, W40KRB]
- LoS for a Heldrake is drawn from the head of the model. The head has a 360-degree LoS and ignores the rest of the Heldrake model when drawing LoS. [pg. 1, C:CSM FAQ]
- Models with a Chaos bike may use their twin linked bolter as the replacement when the Chaos Wargear Lists says, “a model can replace one weapon with...” [pg. 91, C:CSM]
- A Dimensional Key does not override the effects of the Jamming Beacon wargear on a Land Speeder Storm. [pg. 69, C:CSM]

Dark Angels

- A unit containing Belial that uses the Gate of Infinity psychic power to Deep Strike does not scatter. Also, the unit does not need to roll to see if a model is claimed by the warp. [pg. 56, C:DA]
- Ezekiel does benefit from the Book of Salvation wargear, effectively making him WS6. [pg. 54, C:DA]
- A Ravenwing Darkshroud is always considered to be a friendly unit within 6” of itself for its Shroud of Angels special rule (and therefore it effectively always has both the Stealth and Shrouding special rules). [pg. 49, C:DA]

Dark Eldar

- A model may only take a cover save against a Reaver Jetbike’s Bladevanes Attacks if it is in area terrain (excluding vehicles) or there is a special rule granting it cover. [pg. 29, C:DE]

Eldar

- An Eldar Independent Character joined to a Dark Eldar unit cannot be the target of a psychic power that must be cast on an Eldar Unit. [pg. 39, W40KRB]
- An Eldar unit with a Dark Eldar Independent Character joined to it can be the target of a psychic power that must be cast on an Eldar Unit. While joined, the effects of the psychic power apply to the Dark Eldar character. [pg. 39, W40KRB]
- Phoenix Lords do not directly convey their unit benefits to non-aspect warrior units. However, if a Phoenix Lord has a special rule that would apply to any unit they join, those rules do apply to non-aspect warrior units joined by the Phoenix Lord (e.g. Khandras does not give the Stealth special rule to a unit of Guardians. But if Khandras

joins a unit of Guardians the entire unit benefits from Stealth while he is attached). [pg. 54, C:EDR]

- If Prince Yriel chooses to use his Eye of Wrath wargear while he is involved in a challenge, place the large blast template normally. The enemy model also involved in the challenge is treated as being in a separate unit from any other units hit by the template. Wounds are then determined normally for each effected unit, removing casualties in order of closest to Prince Yriel. Using the Eye of Wrath in this way allows Prince Yriel to wound models not directly involved in the challenge. [pg. 53, C:EDR]
- Cover saves may not be taken against Prince Yriel's Eye of Wrath attacks. [pg. 53, C:EDR]
- **A Swooping Hawk unit that uses the Skyleap special rule to go back into reserves goes into Ongoing Reserves.** [pg. 35, C:EDR]
- Vibro Cannon attacks have no effect against Zooming Flyers and Swooping Flying Monstrous Creatures. [pg. 3, W40KRB FAQ]
- A Vibro Cannon Battery that hits an enemy vehicle causes one glancing hit regardless of how many cannons are in the battery. [pg. 30, C:EDR]
- A model with the Eternal Warrior special rule still dies automatically and is removed if it fails its leadership test after being wounded by a Diresword. [pg. 30, C:EDR]
- An Ally of Convenience attempting to cast a psychic power is affected by the Runes of Warding wargear. [pg. 112, W40KRB]

Grey Knights

- A Neural Shredder uses the majority leadership of the target unit when rolling to wound. [pg. 53, C:GK]
- When using the Dark Excommunication psychic power, the following sections from pages 61-69 of the Chaos Daemons codex are counted as Daemonic Gifts; Ranged Weapons, Melee Weapons, Daemonic Attributes, Icons & Instruments, Hellforged Artifacts, Daemonic Rewards, Daemonic Loci, and Daemonic Psychic Powers. Additionally, anything listed as a Daemonic Gift in a unit's army list entry is also counted. Note that Daemonic Steeds and psychic powers generated from the main rule book are not affected by Dark Excommunication. [pg. 2, C:CD]
- Affected enemy units can attempt to Deny the Witch against both the Cleaning Flame and Heroic Sacrifice psychic powers. [pgs. 26 & 31, C:GK]
- If a model casts the Cleansing Flame psychic power while involved in a challenge, all enemy models in the entire combat, not just the enemy character in the challenge, are affected by it normally. [pg. 31, C:GK]

Imperial Guard

- Parts of an Imperial Guard Infantry Platoon may be placed into Reserves while the rest of the Platoon is deployed. The units deployed are counted as a single unit in missions that

limit the number of units that can be deployed. In addition, when making a reserve or outflanking roll, roll once for all the units placed in Reserves from the same Platoon. Any units in Reserves that are embarked upon a non-dedicated transport are instead rolled for separately. [pg. 1, C:IG FAQ]

Necrons

- Do not place a Reanimation Protocol or Ever-Living counter for any models that are caught in a Sweeping Advance. Ever-Living Counters already placed on the table before a unit was caught in a Sweeping Advance do remain in play. [pg. 27, W40KRB]
- A successful Feel No Pain roll does not negate the armor reducing effects of the Entropic Strike special rule. [pg. 35, W40KRB]
- If a Cryptek or any Independent Character is joined to a unit of Deathmarks, that model also benefits from the Hunters from Hyperspace special rule. [pg. 39, W40KRB]
- A Doom Scythe's Death Ray is a hull-mounted weapon, but the two points picked for it do not have to be within the weapon's arc of sight. While all models under the line do generate a hit on their unit, only models in the Doom Scythe's LoS and range (including the range and LoS drawn from the Tesla Destructor, if fired) can have unsaved wounds allocated to them and therefore be removed as casualties. For casualty removal purposes the Death Ray's range is 12" plus the 3D6" rolled for its second point. Vehicle models completely out of the Doom Scythe's LoS also cannot be affected by this attack. [pg. 3, W40KRB FAQ]
- The twin-linked tesla destructor on an Annihilation Barge is a hull-mounted weapon. [pg. 95, C:NCR]
- The player whose turn it is determines whether the effects of Mindshackle scarabs and whip coils are resolved before or after models involved in a challenge are moved into base to base contact. [pg. 9, W40KRB]
- When Mindshackle Scarabs are controlling a Deathwing Knight, either the Necron or Dark Angels player can choose to activate the unit's Smite Mode and all Deathwing Knights in the unit must follow suit. However, if one player is striking at a higher Initiative step than the other player (e.g. the Mindshackled Deathwing Knight is also being affected by a whip coil), then whichever mode the first attacking Deathwing Knight(s) choose to attack in will apply to all Deathwing Knights from the same unit.
- The Chronometron wargear can only be used on rolls of a single D6 (e.g. an armor save) not rolls that use multiple dice (e.g. a leadership test). [pg. 85, C:NCR]

Orks

- Models turned into a squig by the Zogwart's Curse special rule are not considered to be removed as casualties. Neither is the model considered "destroyed" for the purposes of Victory Points, or other game effects, until the squig is removed as a casualty. Any special rules that would have triggered when the original model was removed as a

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

Space Marines

- Ravenguard Chapter Tactics: Units with containing models either Bulky or Very Bulky (i.e. Jump Pack equipped models, Models in Terminator Armor, Centurions of any type). Can *never* benefit from the Scouts and Stealth USRs given by being in or being joined by an IC using, Raven Guard Chapter Tactics; including successors. [pg. 78, C:SM]
- Chapter Relics: Relics are limited to One of EACH per army, but MUST replace a weapon already on the model (exception Armor of Indomitus). [pg. 127 & 159 C:SM]
- Master of the Hunt: This confers SCOUT USR to the models in White Scars Detachment. [pg. 111, C:SM]
- Grav-Weaponry: The To Wound roll here is REPLACING Toughness with Armor Save. This means that the Majority Armor Save in the unit will be used to determine the roll needed to wound a unit. [pg. 121, C:SM]
- Grav-Weaponry: Grav weapons confer cover save due to causing wounds to units and damage to vehicles. [pg. 121 C:SM, pg. 18 WH40KRB]
- Grav Weaponry: When resolving hits against vehicles. Rolls of 6 causes a Damage RESULT of Immobilized. This means that damage caused after the first result causes 2 hull points in damage per the Immobilized Result. [pg. 121 C:SM; pg. 74 WH40KRB]
- Crusader Squads: When 1 Initiate is upgraded to a Sword Brother he no longer counts as an Initiate for how many Neophytes may be included in the squad. [pg. 119 C:SM]
- Stalker Tank: Icarus Stormcannon Array, when firing this in Servo-tracking this is NOT split fire and does illuminate 2 targets with the search lights. [pg. 121 C:SM]

Space Wolves

- If an Ally of Convenience casts a psychic power within 24" of a Runic Weapon the Space Wolves player must roll a D6, and on a 4+ (3+ for Njal) that power is nullified. This is done instead of the Deny the Witch roll the opposing player would normally make. [pg. 112, W40KRB]
- Jump Infantry and Jump Monstrous Creatures (e.g. a Nemesis Dreadknight with Personal Teleporter) are affected normally by Jaws of the World Wolf. Flying Monstrous Creatures however, regardless of what flight mode they are in, are not. [pgs. 47 & 49, W40KRB]

Tau Empire

- The roll made for Aun'Va's Paradox of Duality may be taken in addition to any save the model may attempt. Additionally, weapons that ignore cover do not negate the Paradox of Duality roll. [pg. 61, C:TAU]
- A unit must be within 12" of an Ethereal at the time they actually wish to benefit from the Invocation of Elements special rule. In the case of Zephyr's Grace, this means units must end their run movement within 12" of the Ethereal to be able to fire Snap Shots. [pg. 35, C:TAU]
- A Stealth Team must contain six models (excluding drones) in order to purchase two fusion blasters. [pg. 100, C:TAU]
- Independent Characters may join an XV104 Riptide even if the Riptide did not purchase any drones and began the game as a single model unit. [pg. 39, W40KRB]
- A Sun Shark Bomber begins the game with one pulse bomb. [pgs. 69 & 102, C:TAU]
- When an Interceptor Drone disembarks from a Sun Shark Bomber, the distance the Sun Shark moves does not affect the drone's shooting attack (i.e. they do not need to fire Snap Shots even if the Sun Shark moves 36"). [pg. 48, C:TAU]
- When a model with the Skyfire special rule uses the Seeker markerlight ability to fire a Seeker Missile at a Zooming Flyer or Swooping Flying Monstrous Creature, the attack is resolved at BS5. If the firing model does not have Skyfire then the attack is resolved at BS1 as usual. [pg. 68, C:TAU]
- When multiple units fire Overwatch at an enemy unit, markerlight counters placed by one unit may be utilized by other units that fire after them. [pg. 68, C:TAU & pg. 27, W40KRB]
- A Markerlight counts as a weapon with a Strength of 5 or less for the Point Defense Targeting Relay vehicle battle system. [pg. 72, C:TAU]
- Both the Drone Controller and the Counterfire Defence support systems have no effect on drones making Snap Shots. [pg. 68, C:TAU]
- Only Gun Drones, Marker Drones, and Sniper Drones benefit from a Drone Controller support system. [pg. 68, C:TAU]
- A model firing Overwatch cannot use the Target Lock support system to target a non-charging enemy unit. [pg. 69, C:TAU]

Tyranids

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

- See more at: <http://www.frontlinegaming.org/community/40k-faq/#sthash.r9jd67NP.dpuf>