

THE NOVA OPEN FAQ

This document is for use answering difficult rules questions for Warhammer 40,000 events at the 2012 NOVA Open.

*Written for the 6th
Edition of
Warhammer 40,000*





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The NOVA FAQ, 6th Edition v2.0

Introduction

The NOVA FAQ's primary purpose is to provide players with answers to difficult or unclear questions oriented around the rules and codices of Warhammer 40,000, and to provide players with rules and guidelines followed at the NOVA Open.

We are aware that many players and tournament organizers throughout the community may use the NOVA FAQ for other purposes, such as a form of argument justification, or for their own events. Regardless, we do not design it with consideration for these other uses. It is purely designed for the benefit of the NOVA Open staff and attendees.

The NOVA FAQ is **NOT** designed to answer every possible rules question, especially those answered in the rulebook. It is kept at a length enabling players to quickly leaf through it, and the NOVA Open to affordably publish the document for all 40k attendees.

Submitting Questions or Arguments for the NOVA FAQ

In order to submit a question for the NOVA FAQ, or make a cogent argument for why a rules call is incorrect, please use the following procedure:

- First, please understand that we cannot make everyone happy; we seek only to give our attendees a concrete set of expectations regarding how difficult rules will be played at NOVA
- Ensure your argument or question is structured with page references to all relevant rules
- Register for, and post your argument in the NOVA Open's Rules Forum, located at <http://nova.tlsconline.com>
- Please begin your post's title with [NOVA FAQ QUESTION] or [NOVA FAQ CHALLENGE]. Once posted, please alert us to the posting with a link to it by e-mailing mvbrandt@gmail.com

NOVA Policies

Converted Model Policy

- Although converted and creatively modeled miniatures may be used, you may suffer penalties as a result of how they are modeled, and may never gain a benefit.
 - Example (purely hypothetical) – You've creatively modeled a greater demon twice to twice the normal height; as a result, it would be more difficult for you to GAIN cover saves, but easier for you to deny cover saves to your opponent / gain line of sight; In practice and by rule, you might end up being required to measure line of sight from where the actual model would be (or as close as can be approximated).
 - Effectively, no amount of creative modeling may alter the course of play beyond what it would be for a "standard" GW miniature for the unit in question
 - We wish to encourage exceptional creativity in modeling, and even have separate awards dedicated to it ... that said, we cannot permit unfair advantages of any kind for models being larger, smaller, or of a different shape and size than their unit's official miniatures.
- When in doubt, call a tournament organizer or play the model(s) in question as close as possible to the way the actual unit should appear.



- In the event of units that do not currently have a Games Workshop-provided model, please consider checking with the tournament organizer with photographs and/or descriptions prior to attending, so that you have a ruling going into the event

Army List Policy

- You must bring 9 printed copies of your army list for the NOVA Open 2012 40k GT, 6 for the NOVA Open 2012 Invitational, 5 for the NOVA Open 2012 Narrative Event, and [3 of your 1000 and 2 of your 2000] for the NOVA Open 2012 Team Tournament
- You must present all of these copies to the army desk prior to picking up your weekend badge
- You must present one of these copies to each of your opponents
- At any time, we may spot check your lists and ensure you are using the appropriate build
- All army lists will be verified for legality by our staff
- If your army list is illegal, the NOVA Open reserves the right to amend your list independent of your input, and/or to force losses upon you if errors are caught after you begin play

Basing Policy

- Models must be played on the bases provided with them.
- Models may be played on scenic bases of identical size to the bases provided with them. If you have a question, ask ahead of time.
 - If your scenic bases are smaller than they should be, be aware that you may be asked not to use the models at all (if the organizers believe you brought them on such bases to gain an advantage), or to count them as the appropriate base size.
 - If your scenic bases are larger than they should be, the above (in re: smaller bases) applies as well. Additionally, keep in mind that if an opponent is able to reach one of your larger bases with a shooting attack or charge, you may not use the excuse of base size to prevent it. The corollary does NOT apply – you may not gain extra range or charges due to larger bases. In short, you gain no advantages for unusual base size, but may gain additional handicaps.
- Skimmers must be mounted (but not necessarily glued) on the bases provided with them, save for situations where the rules allow for / require otherwise.
 - We recognize that some skimmer bases are largely impractical for mounting your units on; if you have a different basing route you've gone with, simply give us a heads up ahead of time – we'll work to help ensure the comfortable playability and stability of your models

Dice Policy

- Dice must be rolled on the table surface. You may not roll dice off the table, or into a box or other container placed on the table unless a judge gives a specific exemption. Any dice rolled in such an item, or rolled so that it goes off the table or playing surface, must be re-rolled.
- If you wish to use dice with special symbols or icons in place of one of its facings (i.e. a graphic instead of a “6” or “1”), that's acceptable as long as you follow the rest of the policy.
 - That said, you may not roll dice during the game that are from different sets with graphics on different facings.
 - Example 1: Your set of dice replaces every “6” with a teardrop graphic. That would be ok.
 - Example 2: Half your dice replace every “6” with a teardrop graphic, and half your dice replace every “1” with the same (or a different) graphic. That would NOT be ok.
- If your opponents wish, they may be permitted to use your dice for any or all of their rolls.
- When in doubt, contact a judge to check your dice or resolve any dice-based disputes.



Judge Policy

- Note that rules judges hold final say on all tournament issues
- That said, individual judge rulings are NEVER binding precedent
- To drive home the point, **it is entirely possible for them to instruct players to begin a new round within the 15 minute time window**, grant a loss to someone they repeatedly catch in the act of cheating, etc.; play with integrity, good sportsmanship, and honesty – players will not be permitted to “abuse” the rules in place in order to gain unfair advantages

Scoring Points – NOVA Format

- **Points** – Points are scored by either bringing a unit to or below half strength (scoring half the unit’s Points), or destroying a unit (scoring the entire points value of the unit)
- **Points** – Vehicles that begin the game / their presence on the table Immobile always give up half Points (unless otherwise stated)
- **Points** – Note that for the NOVA Open, Points for Vehicles in squadrons are scored by reducing the Squadron as a whole to or below half its starting Hull Points; this is accomplished no matter how the hull point reductions as a whole occur
- **Points** – Independent Characters that are permanently attached to separately-purchased retinues are still scored separately for purposes of Points (meaning it is possible for the retinue to be at or below half strength and award half Points, but for the character to still have 51%+ wounds left and grant none)
 - Please note – For codices in which the retinue and Independent Character are purchased as a SINGLE unit, score their Points as a SINGLE unit
 - Example Grey Knight Ghost Knights are purchased along with Mordrak and so they are scored as a single unit
 - Example – The Tyrant Guard brood is purchased separately from the Hive Tyrant it is attached to, and so each are scored separately

General Rules FAQ

Independent Characters

- **Allied Independent Characters Embarking** – Allied IC’s may **not** embark on Allied Transports under any circumstances
- **Clarification – Battle Brother IC’s** – When an Independent Character joins a unit, it is counted as a part of the unit for all rules purposes. For example, if a Dark Eldar Archon joins an Eldar Harlequin unit, the unit is still considered an Eldar Unit.

Flyer Rules

- **Flyers Leaving Combat Airspace** – A Flyer may not leave combat airspace on the turn it arrives from Reserves – it may only leave with a Zoom Move (p.81), and a Zoom onto the table may not carry the Flyer off the board again (p.80). Flat Out moves are not Zoom moves.
- **Snap Shots at Flyers** – Unless specifically noted in a Shooting Attack’s/Unit’s rules (such as Skyfire), any shooting attack that cannot be fully **resolved** as a Snap Shot cannot be used to harm a Zooming Flyer or Swooping Flying Monstrous Creature. This applies to such shooting attacks as Blood Lance and Jaws of the World Wolf. This does not apply to things which are not shooting attacks. Effects such as Tesla Destructor Arcs, Njal’s Tempest hits, and Imotekh’s lightning strikes can affect Zooming and Swooping units normally.



- **Flyers Locked Velocity** – Flyers are not locked at the precise # of inches they moved in the prior turn; they are locked at either Combat Speed (18-35”), or Cruising Speed (36”).
- **Flakk Missiles** – Unless your unit entry lists Flakk Missiles as an available upgrade, your Missile Launchers do not have them

Reserves

- **Reserves Starting Count** – If a unit is placed inside a Dedicated Transport that **must** start the game in Reserve (i.e. via Deep Strike), it is not counted for purposes of the total Reserves count. This also applies for Dedicated Transports occupied by units that **must** start the game in Reserve. Note Independent Characters are always counted as a single unit, even if embarked on or joined to a unit that must start the game in Reserve.

Ally Rules

- **Allies – Reserve Roll Modifying Rules** – Any rule that states it modifies your Reserve rolls affects all units under your control, unless GW’s FAQs or the rules themselves specifically add restrictions, i.e. only Battle Brothers, only units from Codex: XYZ, etc.

Terrain and Fortifications

- **Vehicle Destruction/Craters** – In order to ensure fairness and equal play on all tables, when a vehicle is destroyed and explodes perform one of the following:
 - Replace the vehicle with a crater or similarly representative terrain piece of nearly identical size to the destroyed vehicle
 - In the absence of an appropriately sized terrain piece, bracket the vehicle with spare dice, creating an outline of its former position; the area within this outline should be considered area and difficult terrain, per the rules
 - An area of difficult terrain ***MUST*** be represented in this case at all times – players may not be forced to remove their vehicle in place of an area of empty/clear ground simply b/c they did not bring perfectly sized craters/terrain pieces with them
 - If you use dice instead of an accurately sized crater, do note that while units in or partially in the crater may benefit from a cover save, there are no terrain elements to fire “through” and so no cover save can be granted to units behind it for firing “through” area terrain
 - Do note that Zooming Flyers do not leave an Impact Crater or Wrecked vehicle model when destroyed; a Hovering Flyer should mark an Impact Crater (if relevant) equal to the size of its Oval Flying Base when it Explodes
- **Impassable Terrain** – For purposes of the NOVA Open, no terrain should be treated as “impassable” (this is not to say impassable terrain doesn’t or shouldn’t exist, only that for fairness across all tables, even if a piece of terrain ***LOOKS*** impassable, it isn’t)
- **Fortifications** – For purposes of the NOVA Open 2012 GT, Invitational, and Trios Tournament, only Bastions and Aegis Defense Lines may be taken as Fortifications, and may not be placed on any pre-placed tournament terrain. For purposes of the NOVA Open 2012 Narrative Event, any Fortification may be purchased, but still may not be placed on any pre-existing tournament terrain.
- **Fortifications** – Aegis Defense Lines must be assembled in a single unbroken line.
- **Fortifications** – While units can deep strike onto Battlements, no part of a unit can be placed such that its base is straddling / hanging over the walls/doors/etc. of a Bastion in order to place it alongside the bases of its fellow deep striking models; doing so would be deep striking onto



the impassable terrain that Buildings represent (even though the battlements themselves are not impassable), and thus would incur a mishap.

- **Fortifications** – Aegis Defense Lines which purchase Gun Emplacements must ensure the Gun Emplacement is touching the Aegis at some point.

General

- **Special Rules Out of a Vehicle** – Unless specified, special rules and wargear requiring line of sight cannot draw it from inside a vehicle.
- **Flying Monstrous Creatures** – Can arrive from Deep Strike in “Swoop” mode.
- **Flying Monstrous Creatures** – In the case of a Flying Monstrous Creature joining a unit and attempting to remain Swooping, any shooting attacks at the unit not resolved as Snap Shots can only be allocated to or resolved against the non-Swooping models. This applies in reserve in the case of shooting attacks made with the Skyfire rule by units without Interceptor.
- **Precision Shots** – Allocate and resolve Precision Shots and Strikes one at a time (in groups if able to via quick rolling). Wounds allocated via Precision Shots and Strikes are never lost once the initial target is killed.
- **Hammer of Wrath** – Hammer of Wrath hits always occur at their stated S and AP, with no additional bonuses or modifiers (i.e. Rending, Ignores Armor, etc.), unless explicitly stated.
- **Overwatch** – You may not Overwatch once engaged by an enemy unit.
- **Deny the Witch** – When powers such as **Jaws of the World Wolf** affect multiple units, each unit may **Deny the Witch** to avoid being affected.
- **Jaws of the World Wolf in Example** – Please note the changes to unit classifications. Per page 47 in the rulebook, Jump Infantry for rules purposes count as Jump *and* as Infantry. Therefore, powers such as Jaws of the World Wolf now affect Jump Infantry as well as normal Infantry (whereas in 5e, they did not).
- **Night Fighting and Barrage Weapons** – Weapons not requiring Line of Sight (i.e. Barrage firing Indirectly) still may not target a unit more than 36” away
- **Determining Cover in Tournament Play** – Note that in 6th edition, even individual infantry models need to be 25% obscured to receive a cover save. If you ask a judge, they will be instructed to err on the side of “yes, there’s cover” when a model looks only 22 or 20% covered. To save time, we strongly encourage you to err on the side of cover when determining a “close” call on this sort of issue.
- **Psychic Powers and Stacking** – If two Psykers cast the same power (i.e., Enfeeble), they are considered two different powers. Therefore, where the rules permit different psychic powers to stack, different castings of psychic powers with the same name do apply.
- **Falling Back** – Note that it is possible for a unit to be forced to make more than one fall back move in a single phase or player turn (such as being tank shocked and failing its morale check, and then being tank shocked again after its initial fall back)
- **Eternal Warrior** – Renders models immune to ALL effects (plural and inclusive) of Instant Death, including the removal of all a model’s multiple wounds, and prevention of FNP.
- **Flying Monstrous Creatures** – Monstrous Creatures that are “Swooping” and suffer a Grounded effect will be ruled by strict RAW until/unless GW further FAQ’s this. Effectively, after failing a Grounded test, a Swooping Monstrous Creature still may only be hit by Snap Fire (barring Skyfire), and must continue to take Grounded tests after suffering further hits.



While the NOVA anticipates GW will FAQ this odd situation with greater clarity, we are not willing to change the rule preemptively.

- **Feel No Pain and Look Out Sir** – Feel No Pain rolls are taken AFTER wounds have been re-allocated via Look Out Sir, and a save has been failed. Feel No Pain rolls are NOT saves, so are only taken once a model has actually suffered a wound (not “had it allocated to them”).
- **Passengers Disembarking Stunned/Shaken Vehicles** – Units only count as Passengers, and are only affected by the rules for Passengers, when they are embarked on a vehicle; i.e., a unit may not fire from within a vehicle that was Stunned in the previous shooting phase, but may disembark (and thus cease to be Passengers) and fire following the normal rules.
- **Challenges** – Wounds caused in Challenges cannot be carried past combatants into units
- **Pile-In and Modifiers** – Always pile in at the Initiative you will attack at. An I5 model wielding a power fist will therefore pile in at I1. If your pile in move causes your I to be subsequently reduced (i.e., by a Wraith with Whip Coils), simply swing at your earliest opportunity. If the cause of your I reduction is removed during the combat, swing at the next appropriate I step.

Special Close Combat Weapon Chart

As the rules for Unusual Power Weapons do not refer to unique items, their names and rarity were **not** considered. Decisions were based on 1) if the rules referred to a specific type of Power Weapon (i.e. Tyrant’s Claw or Foehammer), and 2) if the weapon’s additional rules were USRs/non-unique (i.e. Master-Crafted or Two-Handed). Where 1) was answered Yes, play as the specifically delineated item. Where 2) was answered Yes, play AP3.

The result of this is consistent ruling for all weapons, but occasionally a situation where the **Name** of the item may be specific (i.e. The Raven Sword), but the rules are simple/non-unique, and do not refer to it as a specific weapon (in this example, the rules for The Raven Sword state simply that it is a Master-Crafted [USR] Power Weapon [as modeled]). All rulings are subject to specific overrule by Games Workshop FAQ documents released any time after 8/1/2012.

| Codex | Weapon | Ruling in Addition to Weapon’s Additional Rules |
|-------|------------------------|--|
| BA | Axe Mortalis | As Modeled |
| BA | Executioner’s Axe | AP3 |
| BA | Glaive Encarmine | As Modeled |
| CSM | Black Staff of Ahriman | AP3 |
| CSM | Gorechild | Per GW FAQ |
| CSM | Manreaper | Per GW FAQ |
| CSM | Tyrant’s Claw | As a Power Fist; note he also has a Power Weapon |
| CSM | Drach’nyen | AP3 |
| CSM | Demon Weapons | AP3 |
| DA | Traitor’s Bane | As Modeled |
| DA | The Sword of Silence | As Modeled |
| DA | The Raven Sword | As Modeled |
| DA | Sword of Secrets | AP3 |
| DE | Decapitator | AP3 |
| DE | The Lady’s Blade | AP3 |



| Codex | Weapon | Ruling in Addition to Weapon's Additional Rules |
|---------|--------------------------|---|
| DE | Sceptre of the Dark City | AP3 |
| DE | Agonizer | AP3 |
| DE | Djin Blade | AP3 |
| DE | Electrocorrosive Whip | AP3 |
| DE | Huskblade | AP3 |
| DE | Klaive | AP3 |
| DE | Demiklaives | AP3 |
| Eldar | Diresword | AP3 |
| Eldar | Triskele | AP3 |
| Eldar | Mirrorswords | Not a Power Weapons (ignore armor, but AP-) |
| Eldar | Executioner | AP3 |
| Eldar | Scorpion's Claw | As Power Fist |
| Eldar | Powerblades | Not a Power Weapons (ignore armor, but AP-) |
| Eldar | Laser Lance | Close Combat Weapon, AP3 turn of charge |
| Eldar | Star Lance | Close Combat Weapon, AP3 turn of charge |
| Eldar | Spear of Twilight | Not a Power Weapon (ignores armor, but AP-) |
| Eldar | The Fire Axe | Not a Power Weapon (ignores armor, +1S, 2d6+5 penet.) |
| Eldar | Maugetar | AP3 |
| Eldar | Staff of Ulthamar | Not a Power Weapon (ignores armor, but AP-) |
| IG | Claw of the Desert Tiger | AP3 |
| Necron | Rod of the Covenant | Per GW FAQ |
| Necron | Hyperphase Sword | As Modeled |
| Necron | Warscythe | Per GW FAQ |
| Ork | Weirdboy Powers | AP3 |
| Ork | Burnas | AP3 when used as Power Weapons |
| SoB | Neural Whip | AP3 |
| SM | Gauntlets of Ultramar | As Paired Power Fists |
| SM | Talassarian Blade | AP3 |
| SM | Rod of Tigurius | As Modeled |
| SM | The Fist of Dorn | As a Thunder Hammer |
| SM | The Raven's Talons | AP3 |
| SM | The Spear of Vulkan | AP3 |
| SM | Moonfang | AP3 |
| SM | Relic Blades/Weapons | AP3 |
| SW | Foe Hammer | As a Thunder Hammer |
| SW | The Axe of Morkai | AP as used (Power Fist or Frost Blade) |
| SW | Staff of the Stormcaller | AP3 |
| SW | Runic Weapons | AP3 |
| SW | Crozius Arcanum | As a Power Maul |
| Tau | Dawnblade | Not a Power Weapon (ignores armor, but AP-) |
| Tyranid | Bonesword | Not a Power Weapon (ignores armor, but AP-) |



Codex Specific FAQ

Space Marine Generic Rules (for all relevant codices)

- Drop Pods
 - When a drop pod lands, open the doors, but treat the actual door pieces as being nonexistent
 - To avoid confusion, gaming the system, pressuring players to play it “your” way, etc., treat drop pod doors as open NO MATTER WHAT; do not treat them as closed if glued shut.
- Unless otherwise specified (such as with Sternguard special issue ammunition) by printed rules or GW FAQ, treat units and equipment with the same name but different rules in different marine codices exactly as their rules state in **their specific codex**
- Storm Bolters, Hunter Killer Missiles, Deathwind Missile Launchers, and Multi-Meltas selected as upgrades for various vehicles are pintle-mounted unless otherwise stated
- Razorback weapons (other than those listed above as pintle-mounted) are turret-mounted
- Stormravens and Dreadnoughts – If a Dreadnought is inside a Zooming Flyer when it is destroyed, apply any damage results per the Stormraven’s rules first (S4 hit to rear armor in the case of an explosion, nothing in the case of a wreck). Then, apply a S10 hit with no AP to an armor facing randomized by d3. Determining the armor facing is a rules addition.
- Stormravens – The Stormraven may NOT move Flat Out and fire one weapon.
- Signum vs. Flyers – While the Signum replaces BS4 with 5 for the shooting phase, all shots at Flyers are still resolved as Snap Shots at BS1 unless the unit gains the Skyfire USR.

Black Templars

- A Black Templars Allied Detachment does NOT need to take an Emperor’s Champion, as it is not part of a Black Templars Army, regardless of Points Level (GW BT FAQ, last page). An Allied detachment may take an EC as an HQ choice, but he still does not fulfill the compulsory (as EC’s do not take up a HQ slot on a FOC). Another Black Templar HQ choice would fulfill the Allied Detachment minimum.

Blood Angels

- Units without ATSKNF still gain Furious Charge / Fearless if affected by “The Red Thirst”
- “The Far Seeing Eye” cannot be used on the roll to determine random game length, or any other roll not by rule made by the controlling player
- The Ld test for the “Death Mask” must be taken by affected units as a whole (one single test)
- Blood Lance may only be resolved against a Flyer if the Librarian has the “Skyfire” USR
- Hand Flamers are Pistols
- Blood Angels vehicles retain the “Fast” rule so long as it is present in their Codex entry

Dark Angels

- The DA codex trumps newer marine codices / rulebook standards where its rules state as much
- Master of the Ravenwing Hull Points – 4. This is a complete guess, educated by looking at comparable vehicles throughout the rules of the game.

Space Marines

- Antaro Chronus is scored for purposes of Points separately from his vehicle only in cases where he successfully escapes the vehicle’s destruction

Space Wolves

- Bjorn the Fell-Handed has 4 Hull Points. See explanation for Master of the Ravenwing above.



- Njal Stormcaller's Vengeful Tornado and Chain Lightning do affect Zooming Flyers and Swooping Flying Monstrous Creatures
- Space Wolves may fill their 1 HQ selection within an Allied Detachment with 2 choices.
- The line generated by Jaws of the World Wolf **may not** be drawn across friendly models
- For purposes of calculating Points, count distributed Wolf Guard models as part of the unit they've been attached to, and count them for each model's specific cost (example: you split one 33 point Wolf Guard in terminator armor to a 75 point 5-man grey hunter squad, and an 18 point basic Wolf guard to another 75 point 5-man grey hunter squad; the Wolf Guard unit ceases to exist as a Points-scoring entity, and the first grey hunter squad is now worth 108 points, while the second is now worth 93 points)
- With regard to the Lone Wolf, in all missions score him for Points in exactly the same fashion as he is scored for Kill Point missions (while also scoring him appropriately for KP); that is to say, that your opponent earns his value in VP every mission he survives, and earns none at all in missions he is killed
- If Ancient Tactician is used and results in a tie, and a new roll-off is subsequently performed, Ancient Tactician can be used again on the new roll
- Various Space Wolf abilities permit special effects against certain unit types, or units with a certain toughness, etc.; these function so long as their attacks are allocated against a unit that contains at least 50% of that unit type in close combat, and so long as they can draw line of sight to that unit type where applicable for shooting attacks
- Note that the Wolf Standard functions in the NEXT Assault Phase, not the one you are currently in; it must be used prior to ending your Shooting Phase, if you wish it to apply to a subsequent Assault
- Models with wolf tail talismans roll individually to nullify the effect of psychic powers upon them; where powers affect their entire unit (i.e. Doom), simply roll once if any model in the unit has a talisman
- You may use both a Rune Priest's staff and a wolf tail talisman to attempt to nullify the same psychic power; you may use the staff, and a wolf tail talisman, and Deny the Witch.

Chaos Daemons

- The August 2012 White Dwarf Chaos Daemons new unit rules are in effect. Additionally, treat both new models as possessing the Daemons USR (5++, Fear), Eternal Warrior, and deploy them as a part of the standard Chaos Daemons deployment rules.
- Nurgling bases created by Ku'gath are worth Points as if they were an original part of the army
- Models only count for Epidemius' tally when they have been permanently removed from the table (i.e. Necrons, Commissar Yarrick do not count until they fail their rolls to stand back up)
- Just as examples, Nurglings, Plaguebearers, and Beasts of Nurgle are ALL Followers of Nurgle, even though they do not have a specific rule calling them that
- Do not declare targets for the Blue Scribes until you determine which attacks are being used
- If a Spawn is created via Boon of Mutation, move the new model the MINIMUM distance necessary to be more than 1" away from any enemy models
- Spawn created by Boon of Mutation are scored as normal for purposes of Points
- Cover saves may be taken against wounds inflicted by the Aura of Decay
- Unholy Might should be considered a profile change, and not a modifier (i.e., for purposes of Vector Strike), per the Daemons codex stating it changes the S value on the creature's profile



Chaos Space Marines

- Chaos Dreadnaughts suffering from 'Fire Frenzy' will pivot only after selecting a target; the subject of their fire frenzy must be within their line of sight prior to pivoting
- Note that Kharn the Betrayer may not ignore psychic effects on other units (i.e. Fortune)
- Summoned Greater Demons are not lost if there is not enough space to place the model onto the table. Push friendly models out of the way by the minimum amount needed to place the Demon onto the table; if friendly models are not in the way, push enemy models out of the way by the minimum amount needed to place the Demon onto the table
- Spawn created by Gift of Chaos are scored as normal for purposes of Points

Grey Knights

- Grand Strategy – May be used on units from Allied Detachments.
- Cleansing Flame – roll a d6 for each enemy model in the assault; allocate as CC attacks
- The presence of a servo-skull within 12" reduces the scatter of a Summoned unit by d6 as the Servo-skull rules encompass any unit arriving by Deep Strike
- A teleport homer has no effect on the Summoned unit as its rules explicitly state units "teleport onto the battlefield" and Summoning does not indicate that the Summoned unit is teleporting
- By Any Means Necessary – when using Karamazov's special rule to target a friendly unit, squads he has joined may not fire (unless they also have rules allowing firing on friendly units)
- Modrak's generated Ghost Knights do not count for additional Points when killed
- Units with Brotherhood of Psykers are reduced to II when assaulted by Psyk-Out grenades
- Resolve Mindstrike Missiles against units of Paladins (or any all-character unit with Brotherhood of Psykers) in the same fashion as you would a unit without a character (randomization). All Perils effects are resolved against this one randomized model.
- Units may Shadow Skies disembark out of a Stormraven if it has moved more than 6"

Dark Eldar

- Crucible of Malediction – In a Grey Knight squad with the Brotherhood of Psykers rule, only the Justicar (or random model if the Justicar is dead) will be affected; vehicles are not affected

Eldar Craftworld

- If an Autarch applies +1 to Reserves rolls on a given turn, decide before rolling Reserves dice
- Runes of Warding do **not** stack
- Eldar on Jetbikes benefit from +1T total, not +2 (so are never T5 for basic Eldar on jetbikes)
- Howling Banshees only benefit from their masks in THEIR first round of a particular combat
- Swooping Hawks may use their grenade pack even if they suffer from a Deep Strike mishap
- Warp Spiders may not warp jump in an opponent's assault phase
- You may not Deny the Witch against wounds inflicted by the Destructor Warlock power; additionally, the Destructor power may be used with Overwatch, counting as a Heavy Flamer
- Fuegan's Fire Axe swings at Initiative, confers +1S, is AP3, ignores armor saves, and rolls 2d6+5 for armor penetration
- Vibro Cannon "lines" do not affect Zooming Flyers, or Flying Monstrous Creatures, as their shots cannot be / are not resolved as Snap Shots
- Fortune and similarly-worded powers cannot be used on Dark Eldar units. Dark Eldar units are NOT Eldar units, just as Chaos Space Marine units are NOT Space Marine units.



Imperial Guard

- When determining whether a unit benefits from Col. Straken's Counter-Attack and Furious Charge radius, check to see if they are within range at the beginning of the assault phase
- Bring It Down! may be used against a unit not entirely comprised of Monstrous Creatures so long as the Monstrous Creature itself is visible to the order-giver
- A unit that successfully passes a Get Back in the Fight order does get to make a 3" move for regrouping, even if the order is used to remove a gone to ground status
- If a unit is permitted to re-roll its Morale check for reasons other than Summary Execution (i.e., a Regimental Standard), it may choose to do so instead of using the Commissar's special rule; that said, if they fail again, Summary Execution will activate
- The decision to combine Infantry Squads must be made during "at" deployment, even if the Squads themselves are not deployed (but instead placed in Reserve)
- While Sanctioned Psykers are treated as a single psyker for the purposes of using psychic powers, they are otherwise each treated as a Psyker (i.e. Mindstrike Missiles)
- Lumbering Behemoth may not allow a Leman Russ to fire its turret weapon when it would otherwise be unable to fire at all (i.e., smoke launchers, shaken, stunned, moving over 6")
- Lumbering Behemoth permits a Leman Russ to fire one additional weapon at its normal BS
- For purposes of the Devildog's Melta Cannon and using S+d6 or S+2d6, determine whether any part of the vehicle facing you are rolling to penetrate is within half range of the weapon
- Any weapon fired by a Hydra benefits from the "Auto-Targeting System" rule
- Knight Commander Pask's "Crack Shot" functions even against units not entirely made up of Monstrous Creatures, so long as Pask can draw line of sight to the Monstrous part of the unit
- Wounds allocated to Lord Commissar Yarrick must be re-rolled (rolling against the unit's majority T if he is attached) prior to "Look Out Sir!" rolls for re-allocation
- Units may Grav Chute Insertion out of a Vendetta/Valkyrie if it has moved more than 6"

Necrons

- Ever Living – You get Ever Living rolls for models in a unit removed by a Sweeping Advance
- Ever Living – Abilities that simply remove models from play (rather than removing them as a casualty) may not be counter-acted with Ever Living/Reanimation Protocols
- Tesla Arcs – Do hit flyers and flying monstrous creatures, as they are not shots
- In missions where Imotekh is present, Night Fighting automatically take effect during Game Turn 1, and so may not be rolled for at the start of Game Turn 5.
- Required rules clarification: If a model moves into base contact with a Whip Coil-equipped Necron, it reduces its Initiative to 1 immediately. If the Necron is subsequently removed from play as a casualty prior to the Initiative 1 step, resolve the reduced model's impending attacks at the next appropriate I step. In short, models may never lose their ability to attack as a result of their I being reduced, and subsequently regained.
- Units embarked upon Night Scythes are not affected by S10 hits when the vehicle is destroyed
- The Necron Doom Scythe's Death Ray does not require Line of Sight for determining the its effect, or what units it can damage. Determine cover saves from the barrel of the gun.
- Targets crossed by the line of the Death Ray may not be affected if they would require Snap Shots by the Doom Scythe for damage resolution. While the Death Ray may hit Flyers if using Skyfire, it may not also affect a non-Zooming/Swooping unit, and vice versa.



- In order to perform a Sweep Attack, a Catacomb Command Barge needs to at some point during its move pass over some point of the opposing model.
- Mindshackle Scarabs vs. Challenges – If the bearer of MSS is in base contact with one or more enemy models at the start of the Fight sub-phase, randomize among them to determine which model is affected at the same time as any challenges are issued. Should this model immediately thereafter accept or deny a challenge and be moved out of base contact with the prior models, carry out the MSS effects as they were rolled regardless. In subsequent Fight Sub-phases, if the bearer of the MSS is still locked in the challenge, resolve all further MSS rolls against the challenger (by rule, the only model considered to be in base contact).
- Anrakyr CANNOT use Mind in the Machine out of a vehicle; this is a change from draft FAQ

Orks in Space

- Ork psychic powers that count as shooting attacks do not function in situations where the Ork using the power cannot fire
- The Deffrolla of an Ork Battlewagon is a purely **decorative/representative** element; players should remove the Deffrolla after presenting it pre-game if able, or may adjust it so that it is less in the way of the natural course of play; you may NOT leave the Deffrolla off and simply not tell your opponent about it, however – when in doubt, leave it on and play through the awkwardness of the model
- If a Deffrolla Explodes a vehicle on a Ram, continue the Ram move as normal.
- Old Zogwort may combine his Pit of Vipers ability with the power weapon psychic ability
- Old Zogwort may only use his curse if his controlling player has a squig model(s) to replace affected enemy Independent Characters with

Tau Empire

- Gun Drones disembarked from Vehicles (or forced to disembark) count separately for Points
- A Battlesuit counts for 50% Points if a pilot escapes via the use of an “Ejection System” ... the pilot must be killed to completely score the model
- Any model attacking a vehicle in close combat equipped with Flechette dischargers suffers a wound with normal armor saves applying on a 4+; this applies per unit equipped with Flechette dischargers, not per model; resolve this prior to resolving each model’s attacks
- Gun Drones detached from a Fire Warrior Devilfish do not count as scoring units
- Markerlight BS increases do not affect the resolution of Snap Shots

Tyranids

- Note a hive tyrant and tyrant guard are scored separately for Points, even joined together
- Any unit of Termagants spawned by a Tervigon is worth Points as normal
- Since there is no model of a Mycetic Spore, treat its size as equivalent to a Space Marine Drop Pod for game purposes where possible; note you may agree with your opponent to play it otherwise, but MUST ask for a judge’s agreement before doing so; if you are in doubt about the reasonability of your own Spore conversions, check with tournament organizers in advance
- Round fractions down for purposes of “Where is it?”
- Any Ripper unit created by the Parasite of Mortrex counts for Points as normal