

# WARHAMMER 40,000

# RULEBOOK

## Official Update Version 1.1

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

### ERRATA

#### Page 178 – Re-rolls

Change this paragraph to read:

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

#### Page 183 – Choose Melee Weapon

Change the second sentence to read:

**'In addition to their other weapons, all models are assumed to be equipped with a close combat weapon, which has the following profile:'**

#### Page 183 – Close combat weapon

Change the AP characteristic to read '0'.

#### Page 200 – Deployment

Change this paragraph to read:

**'After terrain has been set up, the Defender sets up three of their units wholly within their deployment zone – one of these units must have the Troops Battlefield Role. The Attacker then selects three of their units to serve as their patrol and sets them up wholly within their deployment zone – one of these units must have the Troops Battlefield Role. All other units arrive later in the battle using the Reserves rules (pg 194).'**

#### Pages 204 and 206 – Deployment

Change the penultimate sentence to read:

**'The Attacker then sets up as many of their units as they wish wholly within their deployment zone.'**

#### Page 215 – Sudden Death

Change point 2 to read:

**'If at the end of any turn after the first battle round, one player has no models on the battlefield, the game ends**

**immediately and their opponent automatically wins a crushing victory. When determining if a player has any units on the battlefield, do not include any units with the Flyer Battlefield Role – these units cannot operate within a combat airspace indefinitely and they cannot hold territory without ground support. Furthermore, do not include any units with the Fortification Battlefield Role unless they have a unit embarked inside – even the most formidable bastion requires a garrison if it is to pose a threat.'**

#### Pages 218, 219, 220, 221, 222, 223, 230, 231, 232, 233, 234, 235, 261 – Deployment

Change 'A player's models must be set up within their own deployment zone' to read:

**'A player's models must be set up wholly within their own deployment zone.'**

#### Page 226 – Using Tactical Objectives

Add the following to the end of the paragraph:

**'Unless otherwise stated, a player controls an objective marker if they have more models within 3" of the centre of it than their opponent.'**

#### Page 242 – Battlefield Role Slots

Change the last sentence of the second paragraph to read:

**'For example, in order to take a Battalion Detachment – which you can see on the facing page – you must select three units with the Troops Battlefield Role, and cannot include more than six Troops units in the Detachment.'**

#### Page 242 – Understrength Units

Change the second paragraph to read:

**'If you are using Power Ratings, you must still pay the Power Rating cost as if you had a minimum-sized unit, even though it contains fewer models. If you are using points, you only pay the points for the models you actually have in an understrength unit (and any wargear they are equipped with). An understrength unit still takes up the appropriate slot in a Detachment.'**

**If you are playing a matched play game, you can only include an understrength unit in an Auxiliary Support Detachment.'**

#### Page 248 – Woods

Change the last sentence of the first paragraph of rules text to read:

**'Other units only receive the benefit of cover if at least 50% of every model is obscured from the point of view of the shooting model.'**

### Page 248 – Ruins

Change the first paragraph of rules text to read:  
'Unless they can **FLY, VEHICLES, MONSTERS, CAVALRY** and **BIKERS** can only be set up or end their move on the ground floor of ruins.'

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

### Page 249 – Craters

Change the first paragraph of rules text to read:  
'**INFANTRY** units that are entirely within a crater receive the benefit of cover.'

### Page 249 – Barricades

Change the first sentence of rules text to read:  
'When a model targets an enemy **INFANTRY** unit that has all of its models within 1" of a barricade, the target unit receives the benefit of cover if the attacking model is closer to the barricade than it is to the target.'

### Page 250 – Imperial Statuary

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

### Page 265 – Deployment

Change the first paragraph to read:  
'After the battlefield has been created, the Defender sets up their army wholly within their deployment zone. The Attacker then sets up their army wholly within their deployment zone.'

### Page 269 – Deployment

Change the first paragraph to read:  
'The Defender sets up their army wholly within their deployment zone. The Attacker then sets up their army wholly within their deployment zone.'

### Page 271 – Deployment

Change the penultimate sentence of the second paragraph to read:  
'Models must be set up wholly within their own deployment zone, more than 9" from the centre of the battlefield.'

## FAQs

### GENERAL QUESTIONS

*Q: What does within 1" mean? Does it mean any distance up to 1", or does it mean any distance up to and including 1"?*

A: It means any distance up to and including 1".

*Q: Can you clarify what the difference is between 'wholly within' and 'within' for rules purposes?*

A: If a rule says it affects units/models that are 'wholly within' then it only applies if the entire unit/model is within. If it just says 'within', however, then it applies so long as any part of the unit/model is within.

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

*Q: When a rule refers to the 'nearest' unit/model, and two are equidistant, who decides which is the nearest?*

A: Unless stated otherwise, the player controlling the unit that is using the rule decides.

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

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

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

*Q: Can I set up a unit, or finish any sort of move with a unit, so that its models form several separate groups (where each group consists of models from that unit that are within 2" horizontally and 6" vertically of at least one other model from their group)?*

A: No. The unit must set up or finish any sort of move as a single group.

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

A: Yes.

*Q: Can I use the Command Re-roll Stratagem to retroactively re-roll a dice? For example, if I take a Psychic test, and then my opponent successfully Denies the Witch, could I use the Stratagem to try and increase the result of the original Psychic test?*

A: No. You must use the Stratagem as soon as you have rolled your dice, before anything else occurs.

*Q: Do units that are not **INFANTRY** (**VEHICLES, MONSTERS, etc.**) gain the benefit of cover from woods, ruins etc. if they are at least 50% obscured by that piece of terrain but are not actually on or within it?*

A: No. Unless they are **INFANTRY**, such a unit must meet the two following conditions to gain the benefit of cover:

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

*Q: In the narrative play missions that use the Reserves mission rule, what happens with units such as Terminators that have abilities that allow them to be set up on the battlefield mid-battle? Can they be set up at the end of any Movement phase, as indicated by the ability, or can they only do so when they arrive from Reserves?*

A: If the unit is deployed somewhere other than the battlefield (for instance, in a teleportarium chamber) then it is only set up on the battlefield when it arrives from Reserves.

*Q: Some rules allow me to add models to a unit during the battle (e.g. the Poxwalker's Curse of the Walking Pox ability). Where are those models set up?*

A: Unless otherwise stated, these new models are placed anywhere that is more than 1" from any enemy model and still within unit coherency of a model in its own unit that was itself on the battlefield at the start of the phase in which the new model was created. Note that if you cannot set up a new model on the battlefield because there is no room, it is simply not set up.

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

A: Such units are a single unit for the purposes of the Tactical Reserves rule.

## REINFORCEMENTS

*Q: If a rule creates a new unit during the battle in a matched play game and adds them to my army, must I pay for the unit with my reinforcement points?*

A: Yes (unless the rule itself says otherwise). If you don't have enough reinforcement points, you cannot add that unit to your army.

*Q: What about rules that transform one model into another model – such as turning an enemy **CHARACTER** into a Chaos Spawn; do I still need to pay reinforcement points to add the Chaos Spawn to my army?*

A: Again, yes (unless the rule itself says otherwise).

*Q: What about rules that add models to existing units; do I need to pay reinforcement points for those models?*

A: No (unless the rule itself says otherwise).

## TRANSPORTS

*Q: Where Detachments say that you may include 1 Dedicated Transport for each other choice, what does that mean?*

A: It means that for each unit you include in the Detachment that does not have the Dedicated Transport Battlefield Role, you can include one Dedicated Transport.

*Q: How do transports work with regards to disembarking units upon the transport's destruction?*

A: Disembarking from a destroyed transport operates as follows:

1. If the transport has the Explodes ability (or equivalent) roll to see if it explodes and resolve any resulting damage to nearby units.\*
2. All models inside immediately disembark following the standard rules for disembarkation.
3. Roll a number of D6 equal to the number of models disembarked in this fashion.
4. Each result of a 1 yields a slain model, and must be allocated to one of the models which disembarked; the controlling player may choose which model.
5. Remove the destroyed transport model.

\* Note that if the transport does explode, units being transported are not affected as they are not yet on the battlefield.

For example, a Razorback is transporting a Tactical Squad of five models and one Space Marine Captain when it is destroyed. The Razorback rolls a 6 for its Explodes ability, inflicting D3 mortal wounds on each unit within 6". The six models inside now disembark, and six D6 are rolled. Two of the results are a 1, so two models are slain – the Space Marine player chooses two of the Space Marines from the Tactical Squad. The Razorback model is now removed from the battlefield.

## UNIT AND WEAPON ABILITIES

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

A: No.

*Q: Lots of aura abilities say they grant an ability to nearby units that are within range of any such models. Are the bonuses cumulative (i.e. if I am within range of two models with identical aura abilities, is the bonus doubled)?*

A: Unless stated otherwise, no. The bonus for such an ability applies once if any (i.e. one or more) of these models are within range.

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

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

*Q: If both players have units with abilities that allow them to be set up during deployment 'after both armies are fully deployed' (e.g. Ratlings' Find the Best Spot), which player deploys their units first?*

A: The players should roll off and the winner decides.

*Q: A number of abilities allow a unit to arrive during the battle and be set up more than 9" from any enemy models. If I use such an ability to set up as close as allowed towards an enemy unit and then select it as the target of the charge, what is the minimum charge distance I need to roll to make a successful charge (assuming no modifiers)?*

A: 9.

*Q: If a unit uses a rule that removes them from the battlefield and then sets them up again, such as the Teleport Homer ability or the Gate of Infinity psychic power, does that unit count as having moved for the purposes of moving and firing Heavy weapons?*

A: Yes. Treat such units as if they are arriving on the battlefield as reinforcements.

*Q: If a unit starts its Movement phase within 1" of an enemy unit but elects to remain stationary, but subsequently uses a rule that removes them from the battlefield and then sets them up again, such as the Teleport Homer ability or the Gate of Infinity psychic power, is it considered to have Fallen Back this turn?*

A: No.

*Q: If a weapon such as a rail rifle has an ability that can inflict a mortal wound on the target in addition to the normal damage, but the 'normal damage' is subsequently saved, does the target still suffer the mortal wound?*

A: Yes. Note that if the 'normal damage' was not saved, the wound would be allocated on the target unit first (and any resulting damage inflicted) before the mortal wound was inflicted.

*Q: If a unit has an ability that allows it to fight twice in the Fight phase (e.g. Berzerkers), at what point during the Fight phase do they fight for the second time?*

A: Treat each time the unit is able to fight as a separate unit selected to fight for all purposes.

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

Note that any rule that interrupts the normal sequence of who fights first (such as the Counter-Offensive Stratagem, or the Slaanesh Daemon Quicksilver Reflexes ability) may be used to fight in between the unit's first and second 'fight'.

*Q: If a model has an ability that allows it to 'shoot twice' (e.g. Maugan Ra and his Whirlwind of Death ability), do I need to shoot the same target each time or can I choose different targets?*

A: Unless otherwise stated, you can shoot different targets each time it shoots. Resolve the first shooting attack completely before resolving the second.

*Q: If an ability instructs me to resolve an attack with a different characteristic (e.g. a Culexus Assassin's Etherium ability) does this happen before or after any other modifiers that also apply to that characteristic (e.g. the Drukhari Serpentin Combat Drug)?*

A: When resolving such an attack, change the relevant characteristic to the new value before applying any modifiers to that new value.

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

*Q: If a model is equipped with two chainswords, do they get to make 2 extra close combat attacks?*

A: Yes (though both must be made with a chainsword).

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

A: Yes.

*Q: If a model has two rules that allow it to ignore wounds, such as the Disgustingly Resilient ability and the Tenacious Survivor Warlord Trait, can I use them both?*

A: Unless stated otherwise, yes.

For example, if a model had the two aforementioned abilities and lost a wound, you could roll a D6 due to the Disgustingly Resilient ability and on a roll of 5+ that wound would be ignored. If you rolled less than 5, you could then roll another D6 because of the Tenacious Survivor Warlord Trait, and this time the wound would be ignored on a 6.

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

A: Halve the damage suffered by each attack separately.

Remember that wounds are allocated one at a time. For example, if Marneus Calgar was wounded by four boltgun attacks (Damage characteristic 1) and each saving throw resulted in a failure, Calgar would suffer 0.5 wounds (which is rounded up to 1) four times, and would therefore lose 4 wounds.

*Q: If an ability allows me to add 1 to saving throws, does it apply to both normal saving throws and invulnerable throws?*

**A:** Yes, unless otherwise stated.

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

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

**A:** 24".

## **MISSIONS**

*Q: If I am playing the Spoils of War mission, and I generate the Priority Orders Received Tactical Objective, which then generates a Secure Objective X Tactical Objective, can my opponent achieve it and/or can I discard it?*

**A:** Your opponent cannot achieve the Priority Orders Tactical Objective and you can discard it as you normally would.