

The Goonhammer 40k Event FAQ

What is this for?

These are our takes on various questions about 40k rules that we've seen in the community, had submitted through Ruleshammer, or come across in our own games and been unable to properly answer. Where Games Workshop are silent on these, we decided we would publish answers to them for our events, so attendees could prepare their armies with these answers in mind, and to try and minimise surprises of the "but my group always plays it this way!" variety from happening on the day.

What's your approach to answering these?

In general, the answers here are conservative. By that we mean that if a rule is ambiguous, we've gone with the interpretation that says "no, you can't do X," especially if X is unusual or we think it's out of line with how the rules work normally. As much as possible, we've stuck to the text of the rules themselves, instead of trying to divine intent or "spirit" unless we absolutely have to. We've explained our reasoning for each, including incorporating rulings that GW has made publicly at events but not published in FAQ documents for whatever reason.

What is this *not* for?

Pointing at and yelling at your TO that Goonhammer said so and that means it's the rules. These are how we would rule things at our events, but if you're at an event and the TO rules an ambiguous question differently then that's their prerogative. That said, any TO who wants to utilise this as a resource in full or in part is welcome to do so, and we hope that for casual settings it's at least a handy way to familiarise yourself with some of the open questions in 9th edition 40k and give you a jumping-off point for discussing with your friends or opponents if there's something relevant to your army.

The FAQ

Terrain

Q1: Will there be open windows etc. on any of the terrain pieces, and if so how will they be distributed?

A1: The tables will be using a number of different kits from the 4Ground/Vanguard Tactics signature terrain series (<https://www.4groundpublishing.co.uk/collections/vanguard-tactics-signature-terrain-series>). Some of these have windows that can be modelled open or closed. Since not all kits have windows, and the vast majority of windows have been built closed on those that do, for consistency **all ground floor windows will be treated as opaque**, even if not modelled as such. Upper floor windows may vary slightly, and will be played as modelled.

Q2: Are you allowing "wobbly models" (i.e. aircraft bases sitting on top of the ruins)?

A2: This will vary by terrain kit - some of them have fairly large flat roofs or upper floors, and in this case aircraft will be able to land on them. Where there is no clear place to place them where they fit, they will not. In this case, "fitting" is defined as:

- The model can be physically placed with the base sitting flat.
- The model is supported by the base, not hooked on to some part of the building.
- The centre of the flying base has terrain directly supporting it.

Examples:

1. The model fits:



2. The model does not fit. The centre of the base is not supported by the terrain, and the model is hanging by its wingtip.



Army Construction

Q1: Are the datasheets from Blackstone Fortress valid for use at this event?

A1: No. Their status is inconsistent now that some have been replaced with codex datasheets, so for simplicity none are allowed.

Core Rules

Q1: How do I determine whether an opposing unit is receiving the bonus of dense cover?

A1: The unit will receive the benefit of dense cover unless you can draw an unobstructed line from the firing model to the target (i.e. the line must be drawn from a point on the firing model which has line of sight) which does not pass over the dense terrain, unless the weapon being fired ignores line of sight in which case you can draw the line from any part of the firing model regardless of line of sight to the target.

Q2: Where a rule refers to the "closest" model or unit, what happens if two or more units are equidistant e.g. for the purposes of Heroic Intervention?

A2: The controlling player can pick from any of the models or units which are equidistant.

Q3: If a transport is destroyed and there is not enough room to set up the entire unit that was inside, can you set up part of the unit?

A3: Yes, as per the Coherency rules – any models that cannot set up are considered to have been destroyed.

Q4: If a transport is set up in the Reinforcements step and allows the unit inside to immediately disembark (e.g. a Drop Pod), do the units disembarking also count as being "set up as Reinforcements" (allowing them to be targeted with Auspex Scan or similar stratagems)?

A4: Yes.

Q5: If a transport is set up as Reinforcements, do the units inside count as being Reinforcements which are destroyed if they are not set up on the table by the end of battle round 3?

A5: No.

Q6: Some units can go back to reserve having deployed at the start of the battle. Will you be ruling that they have to come back down the next turn or can they remain in reserve indefinitely?

A6: If the ability is used at the end of deployment or the start of the first battle round (e.g. Foretelling of Locus, Master Manipulator), then these units will be bound by the normal rule that they must arrive by the end of the third battle round. If the ability happens after that point then the units will be bound by any restrictions in the ability itself (e.g. Mandrakes, who must come back the next turn) but are otherwise free to remain off the table till the player wishes to deploy them. If they

are still there at the end of the game, then they are counted as having been destroyed during battle round 5 for all rules purposes.

Q7: Is a model considered to be in cover if it is touching a ruin?

A7: No - a model's base must be partially on the base of the ruin to claim cover. Do note, however, that the bases for all ruins used extend "outside" the walls, so it will be possible to claim cover while standing outside.

Q8: Will you be ruling the bodyguard ability as an aura even if it is not specified as such on a unit's datasheet?

A8: Yes, since they do meet the glossary definition for auras we'll be doing so for consistency.

Adepta Sororitas

Q1: Does the Argent Shroud Order Conviction **Deeds, Not Words** allow a unit to count as having Remained Stationary when disembarking from a transport?

A1: Yes. This was ruled this way at the Orlando US Open run by GW. Our ruling is consistent with theirs.

Q2: Can a unit of Retributors use both of its Armorium Cherubs in the same Shooting phase?

A2: No. This was ruled this way at the Orlando US Open run by GW. Our ruling is consistent with theirs.

Q3: When a unit of Retributors uses an Armorium Cherub to fire again, does this count as being selected to shoot a separate time (and therefore allow them to use the re-roll granted by **Deeds, Not Words** or **Guided by the Emperor's Will** again)?

A3: No. The unit has only been selected once.

Q4: Can a transport containing 2 squads of Dominions use the Holy Vanguard ability twice?

A4: No.

Adeptus Mechanicus

Q1: Can a unit that has been set up out of a transport this turn use the **Booster Thrust** stratagem?

A1: No. The Ad Mech FAQ specifies that a unit cannot use the stratagem "if it was set up on the battlefield this turn." Disembarking states that "When a unit disembarks, set it up on the battlefield."

Chaos Daemons

Q1: Can you summon on turn 1?

A1: Yes. The rules in Step 10 of the Grand Tournament Missions prohibit you from deploying Strategic Reserve or Reinforcement units on the first battle round. Summoned Daemons are neither

of these as they are explicitly a new unit at the time of summoning and so were not set up other than on the battlefield (for the same reason you can summon on turns 4 and 5).

Death Guard

Q1: Can Death Guard units summon after moving using **Inexorable Advance**?

A1: No. Summoning is not contingent on Remaining Stationary, it requires the unit to summon instead of moving at all.

Drukhari

Q1: Can I use **Prizes from the Dark City** to give my Succubus a relic from the Cult of Strife relics in the Book of Rust even if my Warlord is not a Cult of Strife model?

A1: No. Access to these relics requires you to have a Cult of Strife Warlord.

Q2: Can a Cronos unit use its **Reservoir of Pain** rule more than once per turn?

A2: No. You can heal a single wound or resurrect a single model.

Q3: If I have selected random Combat Drugs for a unit, when do I roll for these?

A3: Roll for them in Step 10, at the same time as declaring reserves/ transports.

Officio Assassinorum

Q1: When should the **Shadow Assignment** stratagem be used to replace the Assassin included in my army list with another one?

A1: Do this in step 10, "Declare Reserves and Transports." There is currently no fixed step when this stratagem should be used. We think it makes most sense to do this at step 10, when you are making other similar decisions about reserves, transports etc. and before you have deployed any models on the table.

Orks

Q1: Do keywords such as "NOBZ" count as a pluralisation of "NOB"?

A1: Yes, obviously.

Space Marines

Q1: Can **Commanding Oratory** be used to recite a litany that the Chaplain does not know, as long as no other Chaplains have recited it already?

A1: No. Although the stratagem does not require the Chaplain to recite a litany it knows, other similar abilities for casting extra powers require the model to know them already, and so we have assumed it is the same here.

Q2: Can the **Rapid Redeployment** Stratagem from Codex Supplement: Ultramarines be used to set up units outside of the deployment zone, if they have a rule that would normally allow them to do this?

Q2: No. The Stratagem requires them to be set up again “as described in the Deployment section of the mission.”