

# 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. We also do not wish to diverge too far from the way that some ambiguous rules are commonly played at events – this might mean that in some cases, these rulings diverge from what might be arrived at in deep dives in Ruleshammer columns.

## 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

## Book Legality

**Q1:** Will the new Chaos Knights codex be legal at the event?

**A1:** Yes, given it is contained within the box set released on rules cutoff day, and we expect players of the faction will generally have access to it.

## 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. These units do not have costs in the current Munitorum Field Manual, so are not valid for use.

## Core Rules

**Q1:** How do I determine whether an opposing unit is receiving the bonus of dense cover in the following cases:

- Firing at a unit where only some of the models are visible?
- Firing with a weapon that doesn't require line of sight?
- A unit partially within Dense Terrain?

**A1:** When determining whether you have a clear line to a model in a unit that does not cross Dense Cover, that line must be to a model that is visible to and within range of the firing model. This means that if you are firing at a unit containing two models, one of which is blocked by Obscuring Terrain, and one of which is behind Dense Terrain, you **will** receive the penalty to your hit rolls even if the model that is behind Obscuring Terrain is **not** also behind the Dense Terrain, as you cannot see it.

This does not apply if you are firing a weapon that does not require Line of Sight, in which case you can draw lines to any model that is within range in the target unit to determine whether Dense Cover applies. That means that in the above example, assuming both enemy models are in range, you would **not** take the penalty to the hit roll.

A unit whose base (or hull) is partially within Dense Terrain will benefit from Dense Terrain, as it is not possible to draw a line to every part of the model without crossing the Terrain.

**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.~~

*This is still true, but this is now explicitly confirmed in the GW FAQ, so isn't event-specific!*

**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, Phantasm, 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 on a units datasheet?

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

**Q9:** Can abilities that allow a unit to be deployed outside its controllers Deployment Zone be used when using a redeployment ability (e.g. **Phantasm**)?

**A9:** Yes.

**Q10:** Does changing the AP of an attack to zero count as worsening or modifying it?

**A10:** Yes. This means that if a model is affected by such a rule, it will not benefit from **Armour of Contempt**. Note, however, that this only applies if the rule is one that the target model/unit has – if an attack has it's AP worsened in this manner by an effect applied to the Attacker such as the Death Guard **Rotwind** Power, **Armour of Contempt** will still apply as well.

**Examples:**

*A model cannot benefit from both Rotten Constitution and Armour of Contempt - but Armour of Contempt will apply to any attack that Rotten Constitution doesn't kick in against. Therefore, if a model with Rotten Constitution is hit by an attack with AP-3, it will be reduced to AP-2, but no further.*

*Rotwind is not a rule applying to the model with Armour of Contempt, as it is applied to the attacking unit. If a unit under the effect of Rotwind makes an attack against a unit with Armour of Contempt with a weapon with AP-3, that attack will have its AP reduced by 2 by Rotwind and 1 by Armour of Contempt, so the resulting AP will be 0.*

**Q11:** When is the benefit of Dense Cover determined?

**A11:** For ease of resolution, determine this at the Choose Targets step of the unit's attacks, before any attacks are resolved. This means that removing models from the target unit part way through the resolution of a batch of attacks will not change whether Dense Cover applies. Dense Cover is always evaluated separately for each model in the attacking unit.

**Q12:** If a unit containing multiple models with indirect fire weapons is shooting at a target, and some of the models can draw line of sight to a model in the target unit and some cannot, does the Balance Dataslate penalty to indirect fire apply to any or all of the attacking models?

**A12:** Determine the effects of the Indirect Fire rule on a per-model basis at the Choose Targets step of the unit's attacks. This may mean you have to resolve two separate batches of attacks, some of which are affected by Indirect Fire, and some of which are not.

**General Errata 1:** If an effect allows a unit to make a move of any kind when selected as a target for a charge, then the opposing player is allowed to select new targets for that charge after the move has been made, even if the ability does not specify. All recent versions of this effect have either had this included, or had it added via errata, so we are applying this to all of them.

**General Errata 2:** If an open-topped VEHICLE is under the effect of an ability that would apply a modifier to its ranged attacks that is conditional on the firing unit having a certain Keyword, it only applies to passengers if they also have the relevant Keyword.

**General Errata 3:** If a Stratagem used "At the End of the Turn" allows you to remove a unit from the battlefield and place it into Reserves (e.g. **Encircle the Prey, Attack out of Da Sun**), it may only be used once per turn.

## Chaos Knights

**Errata 1:** Change the **Storm of Darkness** Secondary's Action description so that it starts "One CHAOS KNIGHTS unit from your army can start to perform this action at the end of **your** morale phase..."

**Errata 2:** Change the **War Dog Moirax** datasheet in the Forge World Compendium to have the **WAR DOG CLASS** keyword instead of **ARMIGER CLASS**.

**Q1:** Using the **A Fitting Challenge** secondary, if I destroy one of the target units in the first battle round, do I score 6VP every battle round thereafter?

**A1:** No. Resolve this secondary as-per the example in the book – you only score points for targets destroyed in the battle round you destroyed them.

**Q2:** Is the **KHORNE/NURGLE/TZEENTCH/SLAANESH** keyword granted by a Favour of the Dark Gods upgrade a Faction Keyword?

**A2:** Yes. This means that if you take a Knight in a Super Heavy Auxiliary detachment, and your Warlord shares the relevant keyword, you will get the 2CP command benefit from the Nachmund army construction rules.

## Imperial Knights

**Errata 1:** Delete the first "and" from the **Echoes from the Past** Freeblade Lance Warlord trait.

**Errata 2:** In **Brothers and Sisters in Burden**, change the word "Warlord" to "model".

**Errata 3:** For all Forge World Knights, replace the <HOUSEHOLD> Keyword with <NOBLE HOUSEHOLD> (allowing them to be used correctly with the new book!)

**Q1:** How many CP do I receive each Battle Round for the **Defend the Realm** Oath if I am Honoured? One per Knight, or just one?

**A1:** One, no matter how many Knights your army contains.

**Q2:** If I have selected the **Defend the Realm** oath, and my army is **Dishonoured**, but a model in my army is under the effect of an ability that allows it to count as **Honoured** (such as the **Mythic Hero Freeblade Tradition** or the **Knight Seneschal Warlord Trait**), do I gain the CP at the start of the Battle Round?

**A2:** Yes, as long as at least one Imperial Knight model is under such an effect, and that effect does not specify that it does not work if your army is **Dishonoured**.

**Q3:** Can a FREEBLADE model from my army have a different QUESTOR ALLEGIANCE from other Imperial Knight units in my army (including other Freeblades)?

**A3:** Yes.

## Tyranids

*Note: This is subject to change based on an official GW FAQ being issued prior to the event. If significant changes occur after list submission closes, we will liaise with affected players.*

**Errata 1:** All units in the Tyranids section of the Forge World Compendium gain the HIVE TENDRIL keyword.

*Incorporated into GW FAQ*

**Errata 2:** Change the Overrun Stratagem to replace the first two sentences with the following:

“Use this stratagem when a HIVE TENDRIL unit from your army that made a Charge Move this turn Consolidates”.

*Incorporated into GW FAQ*

**Errata 3:** Add “SYNAPSE” to the keywords of Zoanthropes.

*Incorporated into GW FAQ*

**Errata 4:** If your army contains HIVE TENDRIL and Genestealer Cult units, then your HIVE TENDRIL units still gain Detachment Abilities as long as every HIVE TENDRIL unit in your army is from the same Hive Fleet.

**Errata 5:** When a unit completes the **Seed Spore Node** action, if it is not possible to place the token to meet all the requirements (within 1” of the unit, wholly within the opponent’s deployment zone), the Action fails.

*Fixed by GW FAQ. Note that their fix is different, please review it.*

**Errata 6:** When a Tyrannocyte sets up, the Tyrannocyte must be >9” away from any enemy models.

*Incorporated into GW FAQ*

**Q1:** If a unit is under the effect of the **Psychic Oversight** Synaptic Imperative, does performing a **Psychic Action** use one of its casts for the phase?

**A1:** No.

*Incorporated into GW FAQ. Note that their ruling was the opposite.*

**Q2:** If a Maleceptor manifests a **Psychic Power**, and it is denied or prevented by a stratagem, does **Psychic Overload** trigger?

**A2:** No

**Q3:** Can the **Mortal Wounds** from **Psychic Overload** affect units that are immune to **Psychic Powers**?

**A3:** Yes

**Q4:** Does the **Swarming Masses** ability allow a unit to **Fight** if there is an enemy unit within 2.5" of a model, but not within engagement range?

**A4:** No. **Swarming Masses** affects which models within a unit are eligible to make attacks when the unit fights, but the unit must still be **Eligible to Fight** following the normal rules.

**Q5:** Does a model with the **Drone Bioform** ability prevent enemy units from starting or completing **Actions** that require there to be no enemy models in a specified location (e.g. within 6" of the centre of the battlefield)?

**A5:** No. We deem this to be included under "the purpose of scoring any mission objectives".

**Q6:** Can abilities that allow a model to ignore wounds be used against **Mortal Wounds** inflicted by the **Reaper of Obliterax**?

**A6:** No

**Q7:** Models with the **Drone Bioform** rule are ignored for determining where enemy units can be set up. Does this mean that an enemy unit can be set up in **Engagement Range** of the Drone?

**A7:** Yes. However, if a unit is set up within 3" of a **Drone Bioform** model (including within **Engagement Range**) then for the purposes of the **Floating Death** rule, treat that unit as having completed a move within 3" of it (so it can choose to explode).

**Q8:** If I select the **Synaptic Ganglia Lurk Hyper Adaptation** that increases the range of my **Psychic Powers**, does that increase the range at which I can perform **Psychic Actions** such as **Psychic Interrogation**?



**A8:** No. The Rare Rule on how abilities that affect Manifesting Psychic Powers interact with Psychic Actions is explicit that they can never modify the range of a Psychic Action.

## Adepta Sororitas

**Q1:** 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)?

**A1:** No. The unit has only been selected once.

**Q2:** Can a transport containing 2 squads of Dominions use the Holy Vanguard ability twice?

**A2:** 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:** If I have selected random Combat Drugs for a unit, when do I roll for these?

**A2:** 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.

## Craftworlds

**Q1:** Can Baharroth use Cloudstrider instead of Consolidating if a model is in base contact with him?

**A1:** Yes. Baharroth still Consolidates, but he would normally be unable to make a Consolidation Move because a model is in base contact. This does not affect his ability to do something instead of Consolidating.

**Q2:** If Baharroth uses Cloudstrider in the Shooting Phase, can he still charge?

**Q2:** Yes. Baharroth uses Cloudstrider instead of making a Battle Focus move, so the Battle Focus restriction on charging does not apply (but all the restrictions for a Redeployed unit do).

**Q3:** If I re-roll a dice, can I choose to substitute a Strands of Fate dice at this point?

**A3:** No. Strands of Fate is used before making a dice roll, a re-roll is still the same dice roll.

**Q4:** Can Swooping Hawks or Warp Spiders who have been set up as Reinforcements this turn use their redeployment abilities that happen instead of making a Battle Focus Move?

**A4:** No. A model specifically cannot perform a Battle Focus move on a turn they arrive as Reinforcements, so they are not eligible to do something instead of making a Battle Focus move either.

**Q5:** If the distance of a Battle Focus move is reduced to 0", can the unit still make a move that would count as 0" of movement, such as a FLY INFANTRY unit moving vertically through a SCALABLE ruin?

**A5:** No. If the distance of a Battle Focus move is reduced to 0", the unit cannot move at all.

**Q6:** If a Phoenix Lord takes damage from an attack with a rule that prevents that target using rules that ignore wounds suffered, does this bypass the per-phase wound limit of **Favoured of Khaine**?

**A6:** Yes, the Rare Rule "Ignoring Wounds Vs Rules That Prevent Models From Ignoring Wounds" clearly applies here, and the Phoenix Lord will suffer the damage of the attack as normal.

**Q7:** If some models in a unit are within an area terrain feature and some are not, and the unit makes a Battle Focus move, can the models within the terrain choose to remain still to avoid the unit suffering the 3" penalty (i.e. only move the models not within the terrain feature)?

**A7:** Yes. As long as no model that is moving wishes to move across an area terrain feature, the penalty does not apply, so if the models that are already within terrain stay still, and no other model enters the terrain, then the penalty will not be triggered.

## Harlequins

**Q1:** How should distances be measured to models in a Voidweaver unit?

**A1:** Measure distances to the base or hull of each individual model as normal – ignore the wording that states that distances for the *whole* unit are measured from the closest model.

## Genestealer Cults

**Q1:** How do you determine whether a target qualifies for the Crossfire effect when making a shooting attack with a model embarked in an open-topped Transport?

**A1:** Measure as if the transport was making the attack.