



WORLD CHAMPIONSHIPS RULES UPDATES

We have been continuing to update, clarify and answer community questions for Warhammer 40,000 to provide you with the best possible gaming experience. The next updates to be released via Warhammer Community in November and December will be very close to the event, so in consultation with the Warhammer Events Team, we have decided to give you advance notice of some of these impactful changes and clarifications.

Whilst this isn't the standard way for us to communicate an update, in this circumstance we feel it's the fairest means for you as attendees to benefit from these amendments, to ensure playing at Warhammer's most prestigious event is the best experience it can be.

*- The Warhammer Design Studio and
the Warhammer Events Team*



CORE RULES

Q: Can I make a 'reactive' move (i.e. a move or other form of repositioning triggered by an event such as an enemy unit ending a move within a certain distance of my unit, e.g. Grey Knights' Mists of Deimos Stratagem, Kroot Trail Shapers' Trail Finding ability) when an enemy unit disembarks from a **TRANSPORT** that has already moved this phase?

A: No, as that disembarking unit has not made a Normal move, it only counts as having made one.

Q: After my unit disembarks from a **TRANSPORT** that has not yet moved this phase, my unit must make a Normal or Advance move. When it ends that move, can an enemy unit make a 'reactive' move?

A: Yes, provided the conditions of that reactive move are met.

Q: When making a Consolidation move towards an objective marker, can my model move in any direction as long as it ends closer to that objective marker and remains within range of it?

A: Yes. Note that if that model cannot end that move any closer to that objective marker (e.g. because it is already in base-to-base contact with that objective marker, or on top of it), it cannot make that Consolidation move, but its unit has still Consolidated.

Q: If I set up a **TRANSPORT** using the Rapid Ingress Stratagem, can units embarked within that **TRANSPORT** disembark that phase?

A: No.

Q: Can I use a Stratagem that worsens the Armour Penetration characteristic of enemy attacks (e.g. Armour of Contempt, Shield of Aversion, Unfailingly Obdurate, Reinforced Hive Node, etc.) when an enemy unit 'fights on death'?

A: No.

PARIAH NEXUS MISSION DECK

Q: When scoring the Overwhelming Force Secondary Mission, how do I calculate the VP I gain for destroying one or more units within an Attached unit?

A: If that Attached unit started the turn within range of an objective marker, you score VP for each unit within that unit you destroyed this turn. For example, if you destroyed both the Leader and Bodyguard units in that Attached unit, you would score 5VP (3VP x 2, capped at 5VP).

Q: If a unit that is part of an Attached unit is destroyed, and that Attached unit was performing an Action, can the remaining unit(s) in that Attached unit still complete that Action?

A: Yes.

Q: When using the Smoke and Mirrors Mission Rule, if I select a **TRANSPORT** with one or more units embarked within it, do I use the combined points total of that **TRANSPORT** and those embarked units for the 25% Strategic Reserves limit?

A: Yes.

Q: If my unit starts an Action in my turn that completes at the end of my opponent's next turn, can I target that unit with the Fire Overwatch Stratagem in my opponent's turn without causing that Action to fail?

A: Yes.

Q: Can a unit from my army start to perform the Terraform Action on the same objective marker an enemy unit is currently performing that Action on, but has yet to complete?

A: No.

FACTION RULES

ASTRA MILITARUM, CHAOS SPACE MARINES, SPACE MARINES, THOUSAND SONS

Q: After an enemy unit ends a Charge move, does the Siege Shield ability (Vindicators, Chaos Vindicators, Thousand Sons Vindicators) or Line-breaker ability (Leman Russ Demolishers) allow my model with that ability to shoot at that enemy unit that is now within Engagement Range of it using the Fire Overwatch Stratagem?

A: No.

ASTRA MILITARUM

Tempestus Aquilons, Precision Drop Ability

Change to:

'Precision Drop: In your Movement phase, when this unit is set up on the battlefield using the Deep Strike ability, it can perform a precision drop. If it does, this unit can be set up anywhere on the battlefield that is more than 3" horizontally away from all enemy units, but until the end of the turn, it is not eligible to declare a charge.'

Q: If a Tempestus Aquilons unit from my army uses its Servo-sentry ability, can I target that unit with the Grenade Stratagem in the same turn?

A: No.

BLACK TEMPLARS

Q: If I target a unit with the Fervent Acclamation Stratagem, and a model in that unit is the bearer of an Enhancement from the Righteous Crusaders Detachment, for the purposes of that Enhancement, is the Templar Vow I selected when using that Stratagem active in the same way as the Templar Vow that is active for my army?

A: Yes.

BLOOD ANGELS

Death Company Dreadnought, Driven by Fury ability

Change to:

'Driven by Fury: In your opponent's Shooting phase, each time an enemy unit has shot, if this model was hit by one or more of those attacks, it can make a Driven by Fury move. To do so, roll one D6 and add 2 to the roll: this model moves a number of inches up to the result, but must finish as close as possible to the closest enemy unit (excluding AIRCRAFT). **When doing so, this model can be moved within Engagement Range of that enemy unit.** A model cannot make a Driven by Fury move while it is Battle-shocked or within Engagement Range of one or more enemy units, and can only make one Driven by Fury move per phase.'

CHAOS KNIGHTS

Q: Can I use the Knights of Shade Stratagem after rolling the Charge roll for a unit targeted with that Stratagem?

A: Yes.

DARK ANGELS

Deathwing Terminator Squad and Deathwing Knights, Watcher in the Dark wargear ability

Change to:

'Watcher in the Dark: Once per battle, in any phase, just after a mortal wound is allocated to an ADEPTUS ASTARTES model in this unit, this unit can summon a Watcher in the Dark. When it does, until the end of the phase, models in this unit have the Feel No Pain 4+ ability against mortal wounds.'

Q: As the controlling player, can I choose when to activate Lion El'Jonson's 'once per turn' All Secrets Revealed ability?

A: Yes.

DEATH GUARD

Q: If I have Infected an objective marker, what happens if my opponent gains control of that objective marker then loses it?

A: That objective marker is still Infected, but does not come under your control again. If you regain control of that objective marker (i.e. because your Level of Control over that objective marker is greater than your opponent's at the end of a phase), while you control that objective marker, because it is Infected, it has the Nurgle's Gift ability.

GENESTEALER CULTS

Q: When setting up a unit using the Cult Ambush army rule, if my opponent has an ability that places restrictions on where my Reserves units can be set up (e.g. a Space Marine Infiltrator Squad's Omni-scramblers ability), do I have to meet those restrictions when setting up my unit (e.g. for Omni-scramblers, not within 12" of that Infiltrator Squad)?

A: Yes.

GREY KNIGHTS

Q: As the controlling player, can I choose when to activate Kaldro Draigo's 'once per battle' One with the Warp ability?

A: Yes.

SPACE MARINES

Q: While using the Gladius Task Force Detachment, does a Combat Doctrine need to be active for my army in order to use the Adaptive Strategy Stratagem?

A: No.

Q: If a Hellblaster is destroyed by anything other than an attack or Hazardous test, can that model use its For the Chapter! ability?

A: No.