2026 FAQ

version 1.2

The National Tabletop League (NTL) has collaborated with many Events and Community Judges to create a **Frequently Asked Questions (FAQ)** document, with the idea of having Standardized Rulings on common FAQs across Events. In doing this we have come together to provide Standardized responses that we feel provide the best understanding and answer to these questions. While **the FAQ** might not encompass all the questions received across all Events, we feel it does answer ones that are needed currently.

The NTL FAQ is designed to be updated periodically and as needed, with the idea that once an answer is provided by "Games Workshop," we will remove **the FAQ** answer, regardless of our previous answer. **The FAQ** is simply designed to provide Standardized answers, if needed, with the goal of not having to have an **FAQ** in the end.

If there are any questions that you feel have been overlooked or need, please let any representative of the **NTL** know and we will add it to our next **FAQ** meeting. Thank you.

Some data will be removed, when it is no longer needed. New and Updated FAQs will be highlighted with pink text.

BRINGING TEAMS TOGETHER

General

1. All Players are asked to provide full disclosure of their army list, the current state of the game, as well as the current agreed upon score at the end of each Player's turn. Players are also asked to ensure their opponents understand the Primary and Secondary missions in progress, units conducting actions and which units are in reserve at the end of each Players turn.

2. Players are expected to 'play by intent' meaning Players should actively talk through everything they are doing before and during the game. Players are expected to have a conversation with their opponent and not withhold information that could affect their opponents 'intent.' This does not mean Players need to reveal their game-plan but it does mean the game should not have 'gotcha moments' from new or obscure rules.

3. Players are expected to bring their Army, Dice, Tape Measure, Wound Markers, Tokens and all relevant rules publications. If you are using any electronic devices to carry your official rules references, please ensure they are charged and available for reference at all times.

4. Abilities that have no specified phase, can be triggered whenever the ability's requirements are met.

5. Out-of-phase moves that are triggered in response to a setup or move are not "surge" moves.'

6. If Deadly Demise is triggered, while a Unit is making attacks, it is to be resolved immediately, before other attacks are resolved.

7. A Unit or Model can hold more than one objective at the same time and the OC on the objective is based on the Unit or Models OC on each objective.

8. For a Consolidation Move, players measure distance from the models base/hull to the closest part of the Objective Marker. If a model can end up closer than that distance, they can Consolidate. If a model is already in base contact with or on the Objective Marker, that model may not consolidate.

9. A charge is considered declared once a Unit has selected its target(s) for its charge.

10. Fight on Death occurs before a Unit stops being an Attached Unit and Hazardous checks occur after the Fight on Death occurs.

11. For Fight on Death, Model(s) are being selected, not a Unit, even if the Unit is one Model, therefore a Unit is never being selected to fight and Stratagems/Triggers cannot be used.

12. When making shooting attacks, Players do not have to sequence weapons before rolling the attacks. Players can determine in which order they want to utilize their weapons, as long as all the same profiles are used at the same time and all the attacks for each target are resolved before attacks on another target.

13. When Models need to move over other Models to trigger abilities, Players only need to check that any point of the Models base/hull went over any part of the other Models base/hull.

14. When moving Models, Players are permitted to end a Models move underneath parts of another Model, so long as the Model can physically fit. Note that for Models that use their hull for measuring, Models are considered in base-to-base contact the moment the Models base/hull is under the Model, or the Model is 0" horizontally and 5" vertical from the Model.

15. When allocating wounds, if a Character Unit is not Attached, it is possible to allocate wounds to the Character before the other Models in the Unit. If a Character Unit containing non-Character Models is Attached, it is possible to allocate wounds to the non-Character Models before the Bodyguard Unit(s). As well, Precision cannot be used on a non-Attached Unit.

16. Auras/Abilities that increase the Command Point cost of a Stratagem do not affect Units that are targeted by Stratagems, which are used, despite being destroyed. ("Divine Intervention" and "Protocol of the Eternal Revenant".) (Note some Stratagems target the Unit prior to being placed on the Battlefield and therefore cannot be affect by Auras/Abilities that increase the Stratagems cost too.)

17. When playing the Terraform Mission, if an objective was Terraformed, but then an opponent re-terraforms it; the Terraforming action completes at the End of the Turn and thus immediately scores.

18. An ability that would allow a model in a unit to determine range and visibility for a ranged weapon from a model in a different unit may be used when determining if the unit has an eligible target. (For instance, a Fire Prism's "Linked Fire" ability or the "Infernal Puppeteer" enhancement.)

19. When making a "surge" move with a random distance, the controlling player must decide how many whole inches (up to the amount determined by the dice and any modifiers) the surging unit can move before moving any models, and no model in the unit can move further than that distance.

    (For example, a Khorne Berzerker unit rolls a 6 on the dice and adds 2 for a total possible surge move of 8 inches. The World Eaters player elects to move a maximum of 4 inches, and must move the Berzerker unit as close as possible to the nearest enemy unit without moving any models in the unit further than 4 inches.)

Adepta Sororitas

1. The Miracle Dice, that is generated from the death of the character, can be used with the Divine Intervention Stratagem, but should be rolled prior to using the Stratagem.

2. For the Penitent Host Detachment, please use the Update, versus the FAQ. (The selected Vows of Atonement can be used once in any Battle Round, not only the first three Battle Rounds.)

3. A character Model with a reduce CP Ability cannot use the ability to reduce the cost of the Divine Intervention Stratagem.

Adeptus Custodes

1. For the Assemblage of Might Detachment rule, you cannot select a Unit inside a transport but, it does apply to attached units per persisting affects.

2. When the Unleash the Lions Stratagem is used, be aware that all of the individual Units need to be destroyed or be removed from the battlefield if the original Unit was selected for the Marked for Death Secondary, and they split afterwards. As well, all the Units might have Persisting Effects on them, such as Oath of the Moment, if they were the Unit selected, prior to the use of the Stratagems. (All the 'New Units' need to be destroyed to trigger the Second Oath of the Moment target as well.)

3. The Sweeping Advance ability can still trigger even if the Unit was unable to 'make attacks,' provided it made a charge move.

Adeptus Mechanicus

1. For the Rad Zone Corps Detachment rule, if the Player chooses to have their Units Battle-Shocked, it only lasts until the end of the First Battle Round.

2. Up to two Cybernetica Datasmith can be attached to a single unit of Kastelan Robots, per their Leader ability and the Attached Units with Multiple Characters Rules Commentary.

Agents of the Imperium

1. Make notes when adding Agents of the Imperium versions of a unit that also exist in other Armies, to your Army, so there is no confusion and it is known which units can benefit from Keywords, Stratagems and Abilities.

2. Only the Lone Operative rule is ignored by the Vindicare Assassins ability, not other rules that can prevent being targeted.

3. Leaders can join Bodyguard Units, if they fulfill any of the Keyword requirements on the datasheet that the Leader is joining.

Astra Militarum

1. The 'Take Cover' order is a modifier to the Save Characteristic, not a Armor Penetration modifier. So in cases of Units with a 2+ Save, the order would have no effect unless there were two sources of -1 to the Save Characteristic.

2. For the Deathstrike Unit, Cover is determined from the Model.

3. When using the Snap To It Stratagem in the Grizzled Company Detachment, it can be used even if the Officer used all their orders in the Command Phase, but cannot trigger Sero-scribes when doing so.

Grey Knights

Imperial Knights

1. With the Code Chivalric Army Rule; the We Vow To Lay Low The Tyrant Deed, requires selecting a Character at the start of the Battle. Players cannot select a Character inside a transport and it is possible that there could be no Character to select.

2. With the Code Chivalric Army Rule and the Questoris Companions Detachment, if the We Vow To Lay Low The Tyrant Deed is NOT selected first, the Player still needs to pick a Character at the Start of the

Battle if the first deed is completed. If the Character is destroyed prior to the Deed being selected, it will be completed once the Deed can be selected at the Start of the Turn and is then completed at the End of that Turn.

3. Canis Rex is both a Unit and a Model; please note that if a Secondary states Unit, Players need to destroy both Canis Rex and Sir Hekhtur. If it states Model it only needs to kill one or the other.

4. For the Questor Forgepact Detachment, only if your faction is set to Adeptus Mechanicus will your Army gain the benefits of the Doctrina Imperatives.

Space Marines

1. Persisting Effects continue on an Attached Unit, per commentary. (Oath of the Moment)

2. Roboute Guilliman's Master of Battle Ability, the second Oath of the Moment target, still only affects the second target, even if the original target is resurrected/returned to the battlefield. (Note only the second target is affected by the Oath.)

3. A Drop Pod cannot Rapid Ingress turn 1, as it can only come in, in your Movement Phase.

Black Templars

Blood Angels

1. If a Unit is engaged and within 6" of Mephiston when the Icon of the Angel Enhancement is used, both Mephiston's Ability and the Icon can be used. Mephiston's Transfixing Gaze would be sequenced first and then the Icon of the Angel Enhancement.

Dark Angels

1. Due to Azrael's Lion Helm ability not having a means to sequence it (When or Just After), you must use the ability prior to an attack sequence to gain any benefits.

Deathwatch

1. If a unit has multiple Characters attached, when attacked, use the majority toughness of all models, not only the Bodyguard unit.

Space Wolves

Chaos Daemons

1. When returning Models to a Unit utilizing the Daemonic Manifestation rule, the starting strength of the Unit cannot be exceeded, which is determined when the Unit is added to your army. Note this is what is used to determine if a Unit needs to take a Battle Shock test.

2. The Split ability on Pink and Blue Horrors can only be triggered by attacks, to include a Hazardous weapon failure, but not Abilities that are not attacks, such as Grenades or Doombolt.

3. In the Legion of Excess Detachment, if the Thieves of Pain Stratagem is used on a Unit with a Feel no Pain rule, regardless of if the Feel no Pain roll succeeded or not, the mortal wound is still passed on to the selected Unit.

4. For Rotigus's Deluge of Nurgle Aura, it is checked at the start of any move.

5. If a Unit performs a Seductive Gambit, they lose Fights First, regardless of sources.

6. When using the Infernal Puppeteer Enhancement, the bearer can select a Legiones Daemonica Tzeentch Unit within 9" even if there are no Enemy Units that could be selected otherwise to target.

Chaos Knights

1. For the Claimed for the Dark Gods Stratagem, the objective remains under your control, even in your opponents OC equals yours.

Chaos Space Marines

1. The Focus of Hatred Detachment Rule is a persisting effect, as such if an Attached Unit is selected at the start of the Command Phase, the entire Attached Unit needs to be destroyed to count the Focus as destroyed.

2. When using the Deceptors Falsehood Enhancement, any persisting effects transfer to the new leader of the Unit.

3. The Creations of Bile Detachment, Experimental Augmentations effects Units even in transports, at the start of the battle.

4. Fabius Bile's Chirurgeon ability is triggered at the end of the phase, per the Errata, not the FAQ.

Death Guard

1. Due to the timing of a Hazardous Check and the Poxwalkers Ability, Curse of the Walking Pox, the rules can be sequenced in that the Hazardous Check happens before the Curse of the Walking Pox Ability. (Note that since the Unit is not making attacks when fighting on death, this ability would have no effect.)

2. The Lord of Contagions Unholy Resilience ability, is a once per Battle Round ability. Due to this if more than one Lord of Contagion dies in a Battle Round, only the first one can roll to see if it can be set back up.

Emperor's Children

1. When a Unit is selected to Fight, but cannot target a Unit that they must fight, and has no legal targets due to this, the Unit simply does not make attacks.

Thousand Sons

1. The Cabal of Sorcerers Army Rule is a single step, for sequencing purposes, when resolving abilities or Rules that both Players have. Due to this ALL Cabal of Sorcerers Rituals can occur prior to other Rules and abilities

World Eaters

Aeldari

1. With the Yncarne's 'Inevitable Death' Ability, ensure Players determine the centerpoint of the last Model being destroyed, as this is where the centerpoint of the Yncarne's base will be placed. Note this could mean the Yncarne's base is placed within the destroyed Model's footprint due to this.

2. Both Guardian Defenders or Storm Guardians Units can be joined by either or both; a Warlock Conclave and Characters with the correct Leader ability. Note these Units can still be joined by a Support Weapon Platform.

3. Windriders can be joined by either or both; a Warlock Conclave and Characters with the correct Leader ability.

4. When using the Battle Focus, Swift as Wind, on a Reactive move roll, it does not add the additional move characteristic to the Dice roll, just to the units overall move characteristic.

Drukhari

Genestealer Cult

1. The Reductus Saboteur's "Primed and Ready" ability does not grant an additional use of the Grenades stratagem in a phase.

2. The Cult Ambush army rule, adds units back to your Army and these Units count as Reserves. Due to this, they follow the same restrictions and effects from being Reserve units. Note these Units can use any of their abilities while off the table and are able to be selected by such things as Oath of Moment.

3. The Magus Mind Control Ability ends at the end of the Phase.

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Leagues of Votann

1. The Persecution Prospect Detachment rule, Assailed From Every Angle, if using Guerrilla Adepts, after selecting a target, and the target is no longer eligible, the attacking Unit cannot select another target, as it may not target another Unit.

Necrons

1. When using Reanimation Protocols on a Necron Warrior Unit, within 3" of a Canoptek Reanimator, if the Player chooses to use the Necron Warriors ability, they must reroll both D3 dice.

Orks

1. When embarking in a Battlewagon, Ghazghkull Thraka takes up 4 spaces and Makari takes up 1 space.

Tau

1. Rules such as Lone Operative that prevent a Unit from being selected as a target of ranged attacks do not prevent a Unit from being selected as a Spotted Unit.

Tyranids

1. For the Assimilation Swarm Detachment, when the Rapacious Hunger Stratagem is used on a Harvester Unit, it would regenerate 4 wounds (3 +1).