Planet Comicon Player Pack

General Clarifications

1. Players are required to give full disclosure of their army list, or the current state of the game (CP's available, units in reserve, ...), to their opponents.

2. Rules issues troubleshooting guidelines: Planet Comicon Clarifications > English GW Official FAQs > English Codex/Index > English Main Rulebook. Any FAQ or errata document published by Games Workshop after list submission date will not be in use unless it is addressed in the Planet Comicon FAQ. With digital releases, be aware that not all versions (Kindle, Android) will be updated regularly and might create discrepancies in the rules. In these cases, the printed physical copy takes precedence unless an FAQ entry was generated for that particular update.

3. Models are expected to be WYSIWYG (What you see is what you get). There will be a margin of tolerance for non-weapon wargear but always approve any deviations via the referees prior to the start of the tournament or be subject to possible penalties/have your models removed at Planet Comicon. The referee crew is going to be very strict about the modeling policy.

4. Any instances where a model does not match the GW stock (as per the instruction manual that comes with the model) should be raised with the referees, and if any unfair advantage is deemed to be gained at the event then said models will be removed and the player will be carded. Players may only convert their models for aesthetic purposes. Any players/teams that according to the opinion of the Referees have converted/changed their models specifically to gain a gameplay advantage will be penalized. Always assume stock position, height and loadout of models to determine if modeling for advantage is in play (Imperial Knights for instance may not rotate their gun arms out to gain more range/visibility, and Harlequin players may not mount the shuriken cannon on their Voidweavers in a backwards position to decrease the space their model takes up on the board).

5. In case of a ruling where the size of the model must be taken into account, the size and dimensions of the latest range of citadel warhammer 40000 miniatures models must be used. Players using converted, old or alternative models are expected to be able to provide the model from the latest range upon request by the Referee.

6. Players using drop pods must use them with the petals closed at Planet Comicon. True LOS then applies.

7. Non-official models have to be approved by the TO / Judge before list submission. At the event if you feel your opponent has modeled for advantage, call a judge.

8. When using GW dice, or custom dice, players need to ENSURE their dice pips (essentially the number on the dice) can EASILY be distinguished from across the table by their opponent. If you're using dice with symbols to replace one of the numbers then all of your dice must be the same and the logo must represent the same pip number throughout all your dice. Where this is not the case, players will incur a yellow card infraction and the dice will be removed from the tournament. Any player that is the victim of this should immediately notify a referee.

9. Players are expected to 'play by intent.' What this means, within the context of the ITC, is that players should actively talk through everything they are doing and what they intend to accomplish by doing it (i.e, I am moving these Genestealers to charge you from behind this wall to avoid your overwatch). This requires both players to ensure that it is a two-way conversation where information is not being purposefully withheld insofar that it could affect your opponent's intention (i.e. before you move those Genestealers, don't forget that my 6 Flamers can overwatch you before you begin to move and I have line of sight now). For clarification this does not mean that you need to reveal your game-plan, but it does mean that the game should be played openly to avoid any 'gotcha-moments' by way of new or obscure rules..

10. A. Players are required to have relevant tokens, cards or similar visual indicators, to make it 100% clear to their opponent what abilities, powers, auras, or other buffs or debuffs units are affected by, and this for the entire duration of the battle. Players that do not have the necessary attributes, or are not using them, will receive a penalty. Making the game as clean and transparent as possible is a requirement at Planet Comicon, not an option.

       B. While not every enhancement, ability, etc needs a token, it is your duty to make sure your opponent is very clear and aware of what models have what upgrades and abilities. Any intentional "gotcha" could result in a yellow card. Don't be a dick.

MODEL APPROVAL

As with previous years you'll need to have any and all Conversions, Proxies, and 3D printed models approved by our referee team. To do this you should:

1. Take pictures of your intended alternate model next to the official model that you want to play it as - you may need to borrow one to do this - with measurements of the model clearly shown.

2. You can send us a message at our facebook page: https://www.facebook.com/teamarkcanite/

3. Ensure that your explanation for what the model is meant to represent is easily understandable. For instance saying "these are eliminators" is not enough. Instead you should be specific about the weapons carried by the unit such as "These are eliminators with Las Fusils, and the Sergeant has a Bolt Carbine".

4. Wait for your model to be approved or rejected. If approved a referee will DM you for additional details from you including the players name so that we can track approved models at the event. If your model is rejected you will be told why, and you'll need to resubmit a new request before the deadline or use the original model made by Games Workshop.

5, Only 25% of points are allowed to be fully printed. This means at Planet Comicon, you are only allowed 500pts to be printed. This helps support the LGS as well as keep gameplay fair. 3D bits can be used as long as the body/chassis they are attached to is GW plastic.

Please make sure that BEFORE submitting a request for approval you have read the rules pack (page 14 specifically) and have followed the policies put out there for your model otherwise we will reject your request. In brief, models must be 100% WYSIWYG, an appropriate size, and easily identifiable as the original model it's proxying. If you have not had your models approved, they risk being removed from the table at the event by the Referee team.

THINGS TO KNOW ABOUT 10TH EDITION
DID YOU KNOW

... that when using the precision ability you can only target models that you have line of sight to, even in close combat.

... that when a rule states "that unit can ignore any or all modifiers to its characteristics and to any roll or test made for it (excluding modifiers to saving throws)" the characteristics part includes model profile and weapon characteristics. This means that attacks made with those weapons cannot be modified (no -1 to Weapon Skill, no damage modification, ...). However, feel no pain will still work against those attacks. ... that you can move through your own units at any time, not only in the movement phase, provided you have the movement to do so and are allowed to do so.

... that models with OC 0 cannot hold an objective, even if your opponent has no models on the objective.

... that when a mission secondary requires you to select a unit that is eligible to shoot you can select a unit with an assault weapon that advanced or a pistol weapon while in engagement range.

... that if you have the right keywords you can end a move on top of a ruined terrain piece as long as your base doesn't overhang it? But if you don't have a base you still have to be fully within the terrain with all of the parts of the model that would touch the battlefield to receive the benefit of cover.

... that when allocating attacks to a unit with multiple leaders, the defending player selects who they're taking the saves on and allocating damage to after the bodyguards are all dead.

... that you can use a stratagem to target a unit that is off the table e.g. in reserves, and abilities can be used while in reserves as long as they dont need line of sight, or be within a certain range.

... that when setting up from deep strike or reserves you are considered to be ending a normal move.

... that when you disembark from a Transport with a base you measure to the base and not the hull, but remember that as long as the model physically fits under it, parts of it can be under the model.

... that you can disembark from a transport that has arrived from reserves in this movement phase.

... that if a character that was leading a unit is destroyed via attacks that are made with the precision ability, and it has a rule that states "While this model is leading a unit.." that rule is in effect until the unit making those attacks has finished resolving them.

... that if you have abilities that let you move after shooting, you can do it in the same turn as arriving from reserves.

CORE RULES

1. Fast dice rolling is mandatory when it will not impact the game. When all the attacks in a certain volley have the same characteristics and resolving the shots together will not impact decision making for either player, make all the hit rolls at the same time, then all of the wound rolls. Resolve variable damage rolls 1 by 1. The rule above is there to ensure players do not stick to rolling attacks 1 by 1 when it is not absolutely necessary. You are NOT allowed to use a CP reroll to roll one of the dice in the fast rolling procedure. The option to CP re-roll only applies to cases where this might be important, in which case the dice need to be rolled one by one or no re-roll may be used as the player in question will have knowledge after the fact. Damage from multi-wound attacks vs multi-wound models that are members of a unit must be resolved one at a time. When players opt to fast-roll attacks that may result in different wound pools (different AP values and/or different damage profiles generated), then the opponent must choose one wound pool to roll saves for and resolve that pool completely, before moving on to the next, until all wound pools are resolved.
2. Abilities, stratagems or other rules that would allow you to be placed into Reserves cannot be used in the 5th battleround in order for it to be destroyed at the end of the battle.
3. You cannot use a rule, stratagem or ability that would only trigger when a model has been destroyed if you are also using a rule that prevents it from being destroyed at the same time.
4. If a model has a rule that allows it to shoot or fight after a certain condition is met (such as being targeted by an attack) it may do so any number of times per phase, and is not limited to the single activation for the shooting or fight phase when under the effects of that ability.
5. The target of the Fire Overwatch stratagem needs to be a unit that is eligible to shoot. As the rules regarding out of phase effects do not allow the use of pistols to shoot in engagement range, or for the big guns never tire rule to come into effect, if your unit is a monster, vehicle or a model armed with a pistol, it is not eligible to shoot if it is already in engagement range, and therefore may only fire overwatch at the enemy unit when it begins it's charge move if used in the charge phase. You can only use the Fire Overwatch stratagem on a unit once for each interaction that would allow it, ie. you can only shoot it once at the beginning of a move, however you could shoot again at the end of its move.
6. Abilities that allow you to split a unit when declaring them as embarked in a transport (such as the Venom's and Immolator's abilities) can only be used once per transport, per unit. You are forming 2 completely new units with a starting strength of their current unit size at the point the rule is used.
7. Scoring is the last thing that happens in a turn, if you have an ability or rule that would happen at the end of the turn that always precedes the scoring.
8. If you have a rule that allows you to be eligible to shoot (ie, have advanced and have an assault weapon, or have an ability that allows you to fall back and then be eligible to shoot) in your shooting phase you can still do mission secondary "actions" to score points.
9. One shot weapons being fired from a transport with the Firing Deck rule do not count as having been shot for the unit that was equipped with them originally. For example a unit of Acolytes in a Goliath Truck with a Demolition Charge, can be selected for the Firing Deck rule and still be able to use the weapon themselves. Note this means that next time the transport shoots it may also use this weapon again if they are still embarked. It can also select a previously fired one shot weapon that a model embarked within it is equipped with.
10. There are units within the game that have the ability to be removed from the table, and then in the following turn be repositioned. If the ability or rule being used does not specify that you enter either Reserves, or Strategic Reserves (both of which have specific rules that govern how they arrive which override the stratagem if they would arrive earlier on the battlefield) they are treated as Reserves units, but are exempt from the restriction of not being able to be set up in the first, fourth or fifth battle rounds CORE RULES PLANET COMICON FAQ DOCUMENT GENERAL CORE RULES ENTRIES 7
11. Just after the last model of the bodyguard unit is destroyed, the attached character(s) immediately become single units for all rule purposes.
12. Treat abilities that state to "ignore any/all modifiers to MODELS in this unit" the same as the commentary entry for: When a rule modifies a unit's characteristic, it modifies that characteristic for every model/weapon in that unit.
13. Rules that add a certain value to the damage characteristic of a weapon, for example a Dark lance has a damage characteristic of D6+2, are determined before any modifiers are applied, therefore the +2 on the dark lance is not a modifier. The same applies to rules such as Blade of Saint Ellynor. When reducing the damage of an attack to 0 the +x in these situations is also reduced to 0. However, if wounded by a weapon that has a rule such as Melta, the additional damage is treated as a modifier and therefore comes after the set to 0.
14. Abilities that have no phase specified can trigger whenever the requirement to use that ability is met. For instance the Jackal Alphas ability to allow a unit of Atalan Jackals to move again can trigger their use of Demolition run.
15. Mortal wounds that are caused by failing to activate a psychic ability count as having the Psychic keyword and therefore are considered to be eligible to be ignored using a feel no pain rule that works vs damage taken from Psychic attacks. Note that attacks that have the Hazardous keyword do not allow for this when making the hazardous test as the mortal wound is not being given by a source that has the psychic keyword.
16. When an ability or rule would allow you to redeploy your units "after both players have finished deploying their armies" such as Decoys and Misdirection from the Genestealer Cult Primus, this is done at the start of step 10. The roll off for deciding the first turn only happens when all of the redeployments have been finished and the armies are in their final positions (excluding scout moves). Note this means that you may not redeploy something and also use the Infiltrators rule as you are no longer in the deployment

phase. As players redeploy units alternating one at a time, if a player wishes to not redploy one of their units they "fold" and are no longer eligible to redeploy any other units.

17. You cannot target a unit with a minimum move characteristic with any kind of rule or ability that would allow it to move less than its minimum move.

18. A: When several rules occur at the same time, the active player chooses the order in which those rules happen, this is called sequencing, see page 9 of the core rules. If there would be several rules or abilities that need to be resolved "Just After" something has happened, and several abilities that would happen "After" something has happened, you need to resolve all of the "Just After" effects before moving on to the "After" effects. This means that if you have an ability that would trigger after a unit has shot, and your opponent has an ability that would trigger "Just After" a unit has shot, that would be resolved first, and then your "After " ability would be resolved. Ensure that all of the abilities or rules that were triggered by the previous interaction are resolved before moving on with the rest of the turn. It's very important to ensure that you differentiate between the 2 timings of abilities in this case. This may be confusing when there are several interactions that would happen at the same time and so if needed call a judge to the table. B: Start of a Phase/Step - Rules that specify that they are used at the start of a phase/step must be used before any other rules that would take place in that phase/step. This means that it is not possible for a player to make use of any rules that would take place during a phase/step before start-of-phase rules take effect.

19. Abilities that instruct your opponent to increase the CP cost of a stratagem by 1 (such as Kairos Fateweaver's One Head Looks Back and Reign of Confusion from the Callidus Assassin) do not keep stacking from the same ability. If you increase a 1 cp cost stratagem by 1 it becomes 2 cp for the rest of the battle unless modified further by other rules or abilities.

20. A: If you fail a hazardous test you must remove casualties from the models that fired hazardous weapons first. B: If you have a unit of vehicles equipped with hazardous weapons, and after shooting you fail your hazardous tests any mortal wounds taken must be assigned following the normal procedure for assigning wounds, however wounds are always to be allocated to a model with a hazardous weapon. For example, you have a unit of 5 crisis suits with Cyclic Ion Blasters and after shooting you fail 2 hazardous tests, one model would be destroyed and the remaining mortal wound would be applied to another model that has a hazardous weapon that also shot this phase. If there is no other model that shot this phase it must be assigned to a model with a hazardous weapon where possible. 8

21. In all instances (except for flyers as described in the core book) models cannot overhang the table edge.

22. While setting up units during the deployment phase (including redeploys) Units have to be wholly within your deployment zone, not only the base(e.g. Skimmers, Knights).

COMMAND PHASE

1. Rules that give you more than one CP once per game is a bonus to the normal "battleforged" CP and you gain no more than that. For example Imperial Knights Code Chivalric and Votann Ruthless Efficiency.

2. It is possible to be forced to make a battleshock test in the initial part of the command phase as well as the Battleshock section of the command phase.

3. The "Battleforged" CP is given at the very start of the command phase before anything else has happened and so abilities like The Lord Solar from Leontus will still give you the 1 CP that you are eligible to earn that Battleround.

4. If a rule would force you to take a battleshock test for being under your original Starting Strength, rather than under half your starting strength such as the Chaos Knights Forged in Terror Rule, then you do not need to take one for just being under half strength as well.

MOVEMENT PHASE

1. Units that started the first turn on the battlefield and are being repositioned via a rule like Teleport Assault where there is no specific mention of the unit entering any form of reserves are eligible to enter the battle during the first turn.

2. When placing models and using wobbly model syndrome, the controlling player is free to place their model how they wish as long as there are no abstractions regarding the law of physics when they are placed (like placing a shadowsword or Mortarion on its side), and as long as it is balanced in such a way that a bump to the table doesn't risk to dislodge/cause the model to fall from its position. For models that wish to occupy upper floors of ruins their base needs to fit entirely on the upper level, as well as be able to physically fit there (disregarding any overhanging parts of models). Note that for models at the World Team Championship/warmaster, if the base size exceeds 50 mm (this would also count for the oval bases where one part is longer than 50mm) in the small ruins, and 32 mm (also counting for oval bases) in the 3-storey ruins, they cannot occupy levels on Ruins as that is the maximum width of the upper floors for those specific ruins.

In all instances where a wobbly model would come into play the motto is: be reasonable, talk to your opponent, and try not to game the system. The referees will be harsh and hand out yellow cards for unsportsmanlike conduct to anyone trying to abuse this rule for a gameplay advantage. Players are encouraged to immediately seek referee assistance if they feel their opponent is pushing the limits in regards to Wobbly Model Syndrome.

3. <Rule Interpretation> When non-vehicle and non-monster models pivot, do not count the pivot distance for

models using circular bases (the pivot is essentially free, although you still count as having moved). For any other model that has an asymmetric basesize, or vehicle models, count the total distance that a model moves using the part of the model's base (or hull) that moves furthest along its path (this includes parts that rotate or pivot, but excludes extra move values generated by free pivots).

4. Remember that out of phase rules still can´t be used in Overwatch such as Firing Deck, pinning bombardment or cruel amusement.

5. Transports that arrive from Reserves, or Strategic Reserves, count also as having ended a move, therefore passengers can disembark from the vehicle. Note, unless otherwise stated (Drop Pod Assault rule) disembarking passengers may be placed closer than 9" from an enemy unit.

 6. A unit that arrives from Reserves or Strategic Reserves counts as having ended a normal move and so may embark within a transport.

SHOOTING PHASE

1. If a rule or ability would grant a bonus to weapons that a model is equipped with and the model is embarked in a vehicle that has the firing deck rule, those bonuses are ignored for the purposes of making an attack with that rule.

CHARGE & FIGHT PHASE

1. The front tips of a vehicle like a wave serpent or equivalent chassis cannot be used to block off charges to models by positioning friendly models between them. Planet Comicon does not condone players engineering these type of situations where models are unchargeable and where interactivity between the players is reduced.

2. **Any vehicle that is on a "skimmer" base, such as a Fire Prism, Gladiator Reaper, Callidus grav tank, etc, where the model overhangs the base, all measurements for distances will be measured to the hull, not the base. This includes distances for shooting, moving, charging, etc. For Combat, to be "base to base" with the model, you just need to be touching as close to the hull as possible. When moving models for consolidation/pile in/charges, any part of the hull may be considered "closest" in order to get base to base with it. Essentially, bringing back the 9th edition "Hull" keywords. If you are unsure if your model has this, please ask a judge.**

3. For measuring distances and when checking if a model is in, wholly within or over something else we have different cases:

        A - When the model has a base consider the base for measuring the charge distance.

        B - When the model has no base or has a "measure to Hull" rule, use the downward projection of the hull onto the battlefield/level for measuring the charge distance.

4. Players should not be attempting to use parts of a model such as a melee weapon or gun barrel to prevent charges from happening. We understand that the game is played in abstract and that occasionally models that do not qualify for the base-to-base section of the designers commentary still have a model that protrudes significantly from their base. In these situations use common sense, talk with your opponent, and if needed call a judge to the table to help resolve the situation.

5. When units make a successful charge, at least one model must make engagement range with every unit you declared as a target. Players may not engineer a situation that would then result in a failed charge after already having moved some models.

6. Remember that out of phase rules still can´t be used in Overwatch such as Firing Deck, pinning bombardment or cruel amusement.

STRATAGEMS

1.Unless they state otherwise, stratagems that do not list whether they target friendly or enemy models or units, can only be used on models or units from your own army.

2. If you have the ability to use a stratagem more than once per phase (similar to the way that a space marine captain can) you can:

        A - Use it after using the stratagem to be able to use the same stratagem twice

        B - Use it before you've used the stratagem to use it for 0 CP if applicable, however you will not be able to use the stratagem normally

This will avoid the once per phase general restriction that all stratagems have, however you may not use it to get around the restrictions on a stratagem that specifically states that it is once per turn/phase/battle. The only exception to this is where it is specifically stated as such, for example in the case of Asurmen.

3. If a stratagem specifically requires two units to activate (not "select up to two units" but "select two units") and

you only have one unit eligible, you cannot use this stratagem. Similarly, you cannot use this stratagem with 0CP abilities that do not allow you to target multiple units for that ability such as the Nexos's Battlefield Analysis ability. However if you have a stratagem that allows you to select up to 2 units and pay a different CP cost dependant on the number of units selected, you can use such an ability to make the stratagem free for the one unit selected.

4. You may not use an ability to use a stratagem for 0cp if the Target of the Stratagem (or one of the targets) is an enemy unit unless the rule granting the "free use" of the stratagem specifically says so.

5. You may not use the Command Re-roll stratagem with an ability that allows you to use a stratagem for 0cp or on a unit that is under the effects of Battle-shock.

MISSION CLARIFICATIONS

1. For interactions like determining if a vehicle without a base controls an objective, consider the hull to be the downward projection of its hull-features onto the floor.

2. Objectives at the PLANET COMICON are always to be placed on the ground floor, even in missions where objectives can be moved. The area to control any given objective is a cylinder that extends 3 inches from every edge of the 40 mm marker and 5 inches up from there.

3. When measuring to other table quarters you always measure the horizontal distance from the downward projection. For vehicles you would need the downward projection to be wholly with the table quarter you are trying to score for Engage on all Fronts etc.

4. The description of a secondary objective will decide if more than one unit can perform the given "action".

5. When players are asked to move objectives (Secure Missing Artifacts) this happens after step 9 but before step 10.

6. For missions using the Hidden Supplies rule on maps that do not have 2 corners of the battlefield in no man's land, randomize the corner that the objectives are moved closer to.

7. Things that happen at the end of the turn happen after the end of the Fight Phase. Therefore in the case of The Ritual, objective markers are spawned at the end of the Turn and as there is not a phase to have the chance to control it it cannot be considered to be under your control until the end of your opponents command phase at the earliest. If the game would end before then, it is under no player's control.

SETTING UP MODELS AND DEPLOYMENT CLARIFICATIONS

1. Strategic reserves (excluding units that entered strategic reserves after the first battle round has started) cannot come into the game past turn 3. Units that haven't come in by turn 3 count as destroyed. Note that this only applies when the models couldn't physically be placed. It is both players duty to remember units that have been placed in strategic reserves to come into the game in a timely fashion (you may want to ask your opponent: are you bring in strategic reserves this turn at the end of every movement phase for instance). In the case both players forget about units in strategic reserves and cannot resolve a situation, then involve a judge who will make a judgment call based on the current state of the game.

2. If you are using the deep strike ability or the Scouts ability check the eligibility requirements of the unit both at the start of the battle and when the ability is used ie. that all models in the unit have it to be able to make use of it.

3. Aircraft are allowed to overhang the battlefield edge but only when they are being set up on the table. The base must be fully on the table and any part of the model that overhangs the edge of the table can neither be used to draw line of sight to or from it.

4. When a unit that was not on the table at that start of a the current phase is targeted by an ability that would return models to the unit nothing happens. You may only return models to a unit that was on the table at the start of that phase.

5.. In all instances (except for flyers as described in the core book) models cannot overhang the table edge.

6 . While setting up units during the deployment phase (including redeploys) Units have to be wholly within your deployment zone, not only the base(e.g. Skimmers, Knights)

ARMY SPECIFICS

Sisters

1. If you roll a dice you can cannot contribute a Miracle Dice for a reroll
2. When using the Spirit of the Martyr stratagem, the destroyed models do not count as being destroyed in regards of abilities that checks if units are below starting strength/half strength, such as the Hallowed Martyrs detachment ability The Blood of Martyrs
3. The Triumph of St. Katherines Simulacrum of the Ebon Chalice cannot be used to substitute two dice in a single roll.
4. Battle Sisters Defenders of faith abilities don't stack. Only 1 Miracle Dice is scored regardless of how many units are in range of the same objective marker.
5. When battle sisters split using the Immolator rule, refer to point 11 of the core rules to determine starting strength.
6. Any contributed Miracle Dice are lost if the entire roll (e.g. charge) is rerolled

Marines

1. If a unit is led by a Lieutenant and embarked in an Impulsor, the weapons fired using the Firing Deck ability do not have LETHAL HITS.
2. Oath of Moment on an attached unit follows the Persiting Effects as per rules commentary.
3. Rites of Battle - can be used on an unit that is currently in reserves (ie. Rapid Ingress etc.).
4. Gladius Task Force detachment can be taken with units from other indexes such as Space Wolves, Deathwatch or other Space Marine Chapters.
5. Sergeant Telion gives abilities to its unit Weapon only when this unit is selected to shoot. That means that a Land Speeder storm using the Firing deck ability to shoot with the embarked unit's Weapon can never benefit from these abilities.
6. Shoot and Fade from the Phobos Lieutenant does not prohibit you from charging in the same turn it's used.
7. After disembarking from a Drop Pod you are not eligible to declare a charge.
8. You cannot rapid ingress a drop pod in your opponent's turn 1.
9. Adept of the codex does not prohibit you from using a doctrine for your entire army.

Custodes

1. When Trajann Valoris is leading a unit his Captain General ability Ignores all modifiers to the unit, it's weapons, rolls and tests aside from saving throws.

Guard

1. You can give orders to units that are already battleshocked, but it will not have an effect.
2. Ablative plating can be used against devastating wounds
3. You can choose when to use the Rogal Dorn's Ablative Plating ability, it does not have to be on the first unsaved wound.
4. Any officer can use the Master Vox ability while issuing an order as long as the unit has one.
5, Ursula Creed cannot make use of Tactical Genius to have a unit that was just destroyed benefit from the "Reinforcements" stratagem as that unit is not an eligible target as it does not meet the requirements of being within 12".

Imperial Knights

1. If a warlord is killed but subsequently resurrected, an IK model will still count as being honored.
2. You cannot use a bondsman ability if there is no eligible target within 12"

Chaos Space Marines

1. When Abbadon joins a unit, the unit will share all the god specific keywords and as such will be able to benefit from any associated Dark pacts.
2. While Abaddon is leading a unit you will gain a CP via the Dark Destiny ability when a Dark Pact is made and the resulting leadership test is successful.

Thousand Sons

1. A model that is selected to use a ritual will only gain an army 1 Cabal point regardless of how many instances of the Thousand Sons Helbrutes Arcane Knowledge Amidst Babbling Insanity would apply.
2. If an embarked model with the Arcane Vortex Enhancement has a weapon that is being used by the firing deck rule it does not receive its bonus for that attack.

Chaos Daemons

1. If there aren't any No Man's Land or Enemy Deployment Zone objectives, The Shadow of Chaos will have no effect in these areas.

Chaos Knights

1. Knights of Shade does not allow you to end your charge move in a way that would mean that you are inside a wall because CK models have neither the Infantry nor Beast keyword.
2. When a Brigand has any indirect weapons, the closest eligible target, even one hidden from line of sight, will be the sole target for the increased AP attacks.

Craftworld Aeldari

1. If you roll a dice you cannot contribute a Fate dice for a reroll.
2. Any contributed Fate Dice are lost if the entire roll (e.g. charge, Damage) is rerolled.
3. Eldrad: Diviner of Futures - these extra 3 D6 dice can never be rerolled and have to be kept separate from the initial 12 Dice from Strands of Fate. You can proceed to reroll the 12 dice by removing one of those 12 for a total of 11 dice in the pool (then 10 if you reroll again etc.), keeping the 3 that were generated from Eldrad's ability.
4. Wraithguard may not use their War Construct ability while in engagement range of their opponents as the unit is not eligible to shoot while it's in engagement range.

Drukhari

1. A model that is selected to use a Pain Token will only gain 1 Pain Token regardless of how many instances of the Cronos Pain Parasite ability would apply.
2. Where Alliance of Agony is concerned, only one of the characters affected need to be within the Cronos Pain Parasite range in order to get the free Pain token.

Tyranids

1. When a Biovore uses the Seed Spore Mines ability when the mines are set up they do not count as having made a normal move.
2. Spore mines are "Set up" on the table but do not trigger rules that refer to "repositioned units" and never count as being a reinforcement unit.

GSC

1. When Unquestioning Loyalty comes into play, note that you can target the bodyguard unit that character is in, but that you cannot use any Feel no Pain rule from the attached character.
2. Cult ambush markers that cannot spawn a unit, but aren't removed, will remain in place.

Necrons

1. To use the Protocol of the Undying Legions the bodyguard unit has to be on the battlefield. When this stratagem is used all applicable reanimation bonuses are also applied. For instance a unit of Necron Warriors is on an objective, within 12" of a Canoptek Reanimator and has an attached character. When this stratagem is used on that unit it will reanimate 2D3 + 4 wounds.
2. Protocol of the Eternal Guardian - Change to read: " When: Any Phase, just after an enemy unit has resolved its attacks".

Tau

1. The Tau Ethereal ability Coordinated Leadership does not work while embarked.
2. Guided units are **NOT** eligible to be a spotter unit if they have already shot.
3. Units that are spotter units can not be spotters if they have already shot this turn.