

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

Changelog

The following key changes to previous rulings have been made since the previous Goonhammer Open.

1. Removed any items where intervening GW FAQs have clarified.
2. Added rulings for Chaos Space Marines and Chaos Daemons.
3. Bodyguard is no longer treated as an aura – now that it is equivalent to Look Out Sir, it seems appropriate to treat it equivalently.
4. The Chaos Knight god keywords are no longer treated as Faction keywords. GW have not clarified this, but this is the prevailing ruling that has emerged.
5. Webway Gate setup has been clarified

Rules Cut-off and the Balance Dataslate

Our current rules cutoff and list submission date is 23:59 on 15th October. However, we would like to maximise the chance of the Balance Dataslate being in use for this event. Therefore:

- 1.) If the Balance Dataslate releases in the week starting 10th October, it will be in use, and list submission will remain 15th October.
- 2.) If the Balance Dataslate releases in the week starting 17th October, it will be in use, list submission will be re-opened, and the new list submission deadline will be 23:59 on 22nd October.
- 3.) If the Balance Dataslate releases in the week starting 24th October, it will not be in use, and players will use the lists submitted by 15th October.

Therefore **please make sure to submit an army list prior to 15th October**, but be ready to re-submit or make any changes if the Balance Dataslate arrives in the following week.

Book Legality

Q1: Will the Leagues of Votann be legal at this event?

A1: No, given that the last possible “Next Week’s Preorders” announcement has passed and the full range has not been announced.

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.

Q2: Are the datasheets for Kill Teams published on Warhammer Community valid for use at this event?

A2: Yes, and note that the Voidsmen at Arms datasheet from this publication supersedes the old one and the costs in the Munitorum Field Manual.

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 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)?

A3: Yes.

Q4: 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?

A4: No.

Q5: 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?

A5: 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.

Q6: Is a model considered to be in cover if it is touching a ruin?

A6: 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.

Q7: Will you be ruling the bodyguard ability as an aura even if it is not specified on a units datasheet?

A7: No – as this now acts as an adjacent ability

Q8: Can abilities that allow a unit to be deployed outside its controllers Deployment Zone be used when using a redeployment ability (e.g. **Phantasm**)?

A8: Yes.

Q9: Does changing the AP of an attack to zero count as worsening or modifying it?

A9: 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.

Q10: When is the benefit of Dense Cover determined?

A10: 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.

Q11: 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?

A11: 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.

Q12: If both players have redeployment effects that happen "At the Start of the First Battle Round", what order are they resolved in?

A12: Resolve as follows:

1. Both players declare if they are activating any "paid" redeployment abilities (e.g. Phantasm), starting with the player going first.
2. The player going first resolves all their redeployment abilities.
3. The player going second resolves all their redeployment abilities.

Q13: Does using the LD of another model count as replacing LD? Do the models using LD use the modified value of the inherited LD or the before modifier value, before applying modifiers that affect the unit using it?

A13: Yes it counts as replacement, but if the unit "giving" the LD would be affected by any modifiers then they apply before it replaces the LD of the "using" unit. If that unit is then affected by any modifiers to LD, those apply to this value.

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.

Necrons

Q1: Can Illuminor Szeras or a Szarekhan Technomancer reanimate the Silent King's Menhirs?

A1: No

Chaos Space Marines

Q1: Can Abaddon in a Supreme Command alongside a non-Black Legion army benefit from **Confluence of Traitors**, even though he does not gain a Legion Trait?

A1: Yes.

Q2: Can Cypher be included in a Supreme Command detachment with Abaddon?

A2: Yes.

Thousand Sons/Death Guard

Q1: Can Thousand Sons and Death Guard use Chaos Space Marine Forge World units even though the keywords currently don't quite work?

A1: Yes.

Chaos Knights

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: No

Imperial Knights

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

Errata 1: 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.

Q1: If a Maleceptor manifests a Psychic Power, and it is denied or prevented by a stratagem, does **Psychic Overload** trigger?

A1: No

Q2: Can the Mortal Wounds from **Psychic Overload** affect units that are immune to Psychic Powers?

A2: Yes

Q3: 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?

A3: 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.

Q4: 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)?

A4: No. We deem this to be included under "the purpose of scoring any mission objectives".

Q5: Can abilities that allow a model to ignore wounds be used against Mortal Wounds inflicted by the **Reaper of Obliterax**?

A5: No

Q6: 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?

A6: 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).

Q7: 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?

A7: 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.

Q8: Can Spore Mines that are set up during the movement phase (e.g. by a Harpy) be selected to Move?

A8: No

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: If a Chaos Daemons detachment is included alongside another Chaos detachment containing the army's Warlord, can the relevant stratagems be used to give Chaos Daemon characters Relics, even though a Chaos Daemon character is not your Warlord?

A1: Yes. The Chaos Daemon stratagems for this do not require a Chaos Daemon Warlord.

Q2: The Stratagem pages and the rules summary at the back of the book disagree on what is required to unlock stratagems. Which is correct?

A2: The rule on the Stratagem pages, meaning that as long as your army contains any Daemon models from the appropriate god, you will have access to the relevant stratagems.

Q3: Does this mean that a mixed Nurgle detachment containing a Chaos Daemon Nurgle model will unlock the Nurgle Stratagems?

A3: Yes.

Q4: Does taking a House Korvax Knight alongside the Disciples of Be'lakor prevent Daemons using the Leadership version of Daemonic Manifestation.

A4: No. Although the listed exclusions are only for Dreadblades, we feel the intent here is clear enough to rule that it is permitted.

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?

Q4: 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.

Q8: How should a Webway Gate be set up?

A8: The Webway Gate must be set up forming an arch, as per the box art.

Q9: Does a Ynnari army that contains Harlequin/Drukhari models in a Ynnari detachment have access to the Asuryani Secondary Objectives in Warzone Nephilim?

A9: Yes

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.

Tau

Q1: Can Tau Drone and Vehicle units Advance and not fail the Markerlight Action?

A1: Yes. Units with those keywords can move and not fail this specific action. Moving includes Normal, Advance, Fall Back, Charge, Pile In, Consolidate, and Remaining Stationary. "Move" as a term is not equivalent to only "normal move".