



STEPPING INTO A NEW EDITION OF WARHAMMER 40,000

Since the release of Warhammer 40,000 we have received lots of questions regarding some of the rules. Many of these are from veteran players, those who have played previous versions of Warhammer 40,000 and so are used to playing using certain mechanics that have either now subtly changed or do not exist within the new rules at all. This has created some situations that are unique to these veteran players as they continue to apply preconceptions from previous editions, and so this document has been created with the purpose of guiding existing players to the rules as presented in the latest edition of Warhammer 40,000. This guide has been created alongside our expert group of playtesters – players who themselves fall into the category of veterans and who have a huge amount of experience of just this kind of transition. If you are new to Warhammer 40,000 you do not need to read this guide, as you will have no preconceptions to unlearn.

Core Rules Questions

Q: If a VEHICLE model has a base, but it is itself larger than the base (such as a Stormraven Gunship), what do I measure to – the base or the hull of the vehicle?

A: Unless such a model's datasheet has an ability saying otherwise, you measure to and from the model's base.

Q: How do I determine if a model is visible to another model?

A: The models are visible to each other if you can draw a straight, uninterrupted line between any part of one model to any part of the other.

Q: How do vertical distances work for movement and measurements?

A: All distances are measured in three dimensions, so if a unit moves over a hill or scales a wall, the horizontal distance and vertical distance combined cannot exceed its Movement characteristic. This means that in order to traverse across an obstacle, you must move up to the top of that obstacle, move across the top of it, then move down it.

Q: What happens when an INFANTRY model cannot completely end its move on a floor of ruins when attempting to scale the walls?

A: If an INFANTRY model is unable to complete a move to a stable position, use the Wobbly Model Syndrome

guidelines in the core rules to identify with your opponent where your model's actual location is.

Q: Can I roll to Deny the Witch with a psyker that is not targeted directly by a psychic power?

A: Yes.

Q: Does my psyker need to be visible to the enemy psyker manifesting the psychic power to attempt to Deny the Witch?

A: No. The psyker just needs to be within 24" of them.

Q: If a psychic power affects a friendly unit, does that unit need to be visible to my psyker for me to be able to manifest it upon them?

A: No, unless the specific psychic power says otherwise.

Q: Can you manifest psychic powers while embarked upon a transport, whether they have the Open-topped ability or otherwise?

A: No, unless specifically stated otherwise.

Q: When shooting with models, do I measure ranges from the model's weapons, or from its base (or hull, if it's a vehicle without a base)?

A: Distances are measured from the closest point of the model's base (or from the closest point of the vehicle's hull if it does not have a base) to the closest point of the target's base (or hull).

Q: If a model uses a weapon that always wounds on a set value, but the roll required to successfully wound the model is worse than if that model were fighting using its basic Strength characteristic, what roll to wound is required?

A: The value described in the weapon's abilities takes precedence.

For example, if a Grotesque (with a Strength characteristic of 5) attacked an enemy unit with a Toughness characteristic of 3 using its flesh gauntlet, it would successfully wound that unit on rolls of 4+, even though its Strength is greater than the target's Toughness.

Q: If an enemy unit is attacked by a weapon that has the ability 'Units attacked by this weapon do not gain any bonus to their saving throws for being in cover', do they a) not gain any bonuses for being in cover for the remainder of the battle, b) not gain any bonuses for being in cover when resolving all of the firing unit's attacks, or c) not gain any bonuses for being in cover against attacks made by the weapon that has this ability?

A: The answer is c), the enemy unit being attacked does not gain any bonuses for being in cover when resolving the attacks made by the weapon with this ability.

Q: Can you wound models in a target unit that are not visible to the firer or that are beyond its maximum range?

A: Yes.

When resolving a shooting attack, only one model in the target unit needs to be visible and within range of the firing model in order to make the attack. Your opponent can allocate any resulting wounds to any unwounded models in the target unit that they choose, even those that are not visible or within range of the attack.

Q: Is there any limit on the number of enemy units I can choose as targets of a charge?

A: No – so long as all the targets of the charge are within 12", you can declare as many targets of a charge as you like.

Q: Can a single-model unit declare charges against multiple units?

A: Yes.

A single model can declare charges against several units, even if it would be impossible to finish the charge within 1" of all of them. Doing so gives you more choices on where to actually move, depending upon your subsequent charge roll, but leaves you vulnerable to more Overwatch.

Q: Does a weapon have to be in range of the charging unit to fire Overwatch at it?

A: Yes.

Q: A unit has a special rule that says, for example, 'add 3" to the dice roll(s) for determining the charge distance of the unit'. Does that mean my unit can move 15" if I roll a double 6 on 2D6?

A: Yes. Note though that you can only ever declare a charge against an enemy unit you are within 12" of, unless the charging unit has an ability that says otherwise.

Q: Must a unit end its charge move as close as possible to the target(s) of its charge (i.e. base-to-base contact), and must a unit attempt to engage as many of the targets of its charge as possible?

A: No. The first model in the charging unit that is moved only has to finish its charge move within 1" of at least one of the units that was selected as a target of its charge.

The only other restrictions that apply are that the charging unit must end its move in unit coherency, and no models in the charging unit can move within 1" of an enemy unit that was not selected as a target of the charge.

Q: Do units have to pile in and consolidate?

A: No, these extra moves are optional.

Also note that if a unit does pile in or consolidate, you do not need to necessarily move all of the models in the unit (but any that do move must end their move closer to the nearest enemy model).

Q: When can I target an enemy CHARACTER that has a Wounds characteristic of less than 10?

A: Such a CHARACTER can only be targeted in the Shooting phase if it is the nearest visible model to the firing model. You can target enemy CHARACTERS without restriction in the Psychic phase*, Charge phase, Fight phase, etc. You may also make shooting attacks at enemy CHARACTERS which occur outside the Shooting phase (i.e. when resolving Overwatch in the Charge phase).

**Note, however, that some psychic powers, such as Smite, do not target units but instead affect the nearest enemy unit.*

Q: Can I embark within a transport at any time other than in the Movement phase, such as following a consolidate move that takes a unit within 3" of a transport?

A: No. You may only embark within or disembark a transport in the Movement phase, unless a rule or ability explicitly says otherwise.

Q: Can a unit that Advances or Falls Back embark within a transport? What about if the transport has moved before – can a unit still embark inside?

A: Yes, yes and yes (remember though that a transport cannot both embark and disembark units in the same turn).

Q: Can units move within 1" of enemy models whilst Falling Back?

A: Yes, but they must end their move more than 1" from all enemy models.

Remember though that they cannot move 'through' other models.

Q: How do objective markers work for purposes of vertical distances?

A: Include both vertical and horizontal distances when determining the number of models within range of an objective marker.

Q: Can a unit be healed or repaired to above its starting number of wounds?

A: No, unless specifically stated otherwise.

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Q: Can a model take the same wargear option more than once? For example, can a Space Marine Terminator replace his storm bolter with a cyclone missile launcher and another storm bolter, and then replace its 'new' storm bolter with a heavy flamer?

A: No.

Q: How do the weapon profiles of CAVALRY mounts, and other models such as chariots (which have weapon profiles for riders and mounts), work?

A: Each weapon profile is treated as a separate weapon the model is equipped with.

Note that typically these weapon profiles have abilities that mean they can be used to make additional attacks.

For example, a Thunderwolf mount provides its rider with a set of extra attacks with its own melee weapon profile (crushing teeth and claws). So, the rider can make all its attacks using, for example, its thunder hammer, and then it can make an additional set of attacks using the Thunderwolf's melee weapon profile. When resolving these attacks, bonuses and penalties to the rider's hit rolls and wound rolls also apply to the Thunderwolf's attacks – it is effectively a weapon wielded by the rider. As such, where a mount's weapon profile has a Strength characteristic other than User – as is the case with the Thunderwolf – the Strength of the mount's attacks is not affected by changes to the model's Strength. Note, however, that the mount's weapon profile would be affected by changes to the Strength (or other characteristics) of a model's weapons.

Q: The Mob Rule ability says that 'a unit with this ability can use the number of models in their unit as their Leadership characteristic'. Is this fixed at the number of models in the unit at the start of the battle, or does it vary throughout the battle?

A: It is not fixed and will vary throughout the game.

This ability is based upon the number of models in the unit at the time. Thus, as the unit suffers casualties throughout the battle, its Leadership characteristic will be lower.

Q: If the Strength from Death ability is triggered, and I choose to manifest a psychic power as if it were the Psychic phase, can I attempt to manifest a power I already attempted to manifest this turn?

A: No. The psyker can only attempt to manifest a different psychic power that it knows.

Q: If the Strength from Death ability is triggered, and I choose to manifest a psychic power as if it were the Psychic phase, can I attempt to manifest a power that another psyker in my army has attempted to manifest this turn?

A: Yes. Note, however, that if you are playing a matched play game, then the Psychic Focus rule still applies, in which case your psyker cannot attempt to manifest a psychic power that has already been attempted by another psyker in your army this turn (with the exception of *Smite*).

Q: Can I use a Soulburst action to charge in the Fight phase and fight in the same phase?

No. A unit that uses a Soulburst action to charge in the Fight phase cannot then fight in that phase.

Q: If I use a Soulburst action to charge in my opponent's turn (other than in the Fight phase), when does that unit fight in the Fight phase?

This unit will fight before any units that did not charge this turn. If your opponent also has units that have charged this turn then players alternate choosing units that have charged to fight with, starting with the player whose turn it is (in this case, your opponent's).

Q: How do psychic powers and abilities that can slay models – like 'Eadbanger and the C'tan power Time's Arrow – interact with abilities such as Commissar Yarrick's Iron Will, which allows him to negate his final wound on 3+?

A: These powers and abilities do not inflict damage or cause models to lose wounds, so in these cases abilities like Yarrick's Iron Will have no effect.

Q: Do models that are still embarked within a transport count as being in range of an objective marker if their transport is within range of it?

A: No.

Q: If a unit has an aura ability, and it is embarked within a transport, does that aura ability still apply, whether the transport has the Open-topped ability or otherwise?

A: No.

Q: If I charge a transport that has the Open-topped ability, can units that are embarked inside also fire Overwatch at the charging unit?

A: No.

Q: Can a model with the ability to repair vehicles – such as a Techmarine or an Ork Mek – use that ability to repair a transport they are currently embarked within?

A: No.

Q: Do Space Marine teleport homers count as separate units for the purposes of deployment?

A: No. It is set up at the same time as the unit that is equipped with a teleport homer is.

Q: A Space Marine Apothecary's Narthecium ability says to select a 'friendly <CHAPTER> INFANTRY or BIKER unit'. Does this mean 'a friendly <CHAPTER> INFANTRY or <CHAPTER> BIKER unit' or can it be used to affect BIKER units from other Chapters?

A: It means '<CHAPTER> INFANTRY or <CHAPTER> BIKER' – you cannot select a BIKER unit from a different Chapter.

Q: Do models with profiles, such as Armorium Cherubs and Ammo Runts, count as a model for the purposes of embarking within transports or when measuring ranges to and from the unit?

A: Yes – for all rules purposes they are part of the unit.