

## Judges' Questions and Answers

All questions and answers are listed here by subsection, with newer answers added at the top of each subsection and marked in **magenta**. If you wish to appeal any decision, **email us** at [warhammertournaments@gmail.com](mailto:warhammertournaments@gmail.com) and we review the ruling. A ruling under review will be marked **red** until the review process is concluded. If a ruling has been reviewed and confirmed it will be **bold**. This shows that no further reviews will be conducted.

If you would like to submit a question, please do so via [this form](#). Note that only questions that require an answer will be added to this document. If a question is answered by the rules in the Core book, Codex, Supplement, Index, our event pack, policies and procedures or existing FAQ, we will not add an answer here. The purpose of this document is not to teach players how to correctly play the game, but rather to answer ambiguities that occur and for which there is no official answer.

Submitted questions will be reviewed by our team of judges, and rulings made by consensus. Note that we will mostly be following **Rules As Written unless there are obvious malfunctions in the mechanics of the rules**.

This document, along with our gaming pack, policies and procedures and terrain pack take precedence over all other rules publications.

### Recent Changes

V4.1 - 22/09/24 Pre-LGT updates

V4.0 - Wholesale updates in progress inline with June 2024 edition updates.

### Core Rules

*Q: Do stratagems with a "target" requirement specifying that the unit must have been "selected as the target of one or more of the attacking unit's attacks" get triggered by being selected by a Psychic Ability that inflicts mortal wounds?*

*A: Non-attack Psychic abilities (Doombolt, Vortex of Doom, Eater Plague, etc) are not attacks, and cannot trigger reactive abilities used when "selected as the target of an attack."*

*Q: Does a unit that has fights first HAVE to fight first when selecting units in your turn to fight?*

*A: Fights First is not optional—units with Fights First must fight during the Fights First step of the Fight phase.*

*Q: During the shooting phase do attacks complete before shooting completes?*

*A: "Shot" and "Resolved Its Attacks" both have full definitions in the Rules Commentary—in the context of a unit (i.e. "unit has shot" vs "unit has resolved its attacks"), this is simultaneous, and it would be up to the active player to determine the order these two effects resolve in.*

*Q: If you can embark into a transport after falling back, when shooting from a transport with firing deck the weapons count as belonging to the vehicle. Does this mean that a unit can fall back, embark in a transport and then shoot with firing deck?*

*A: Yes, the weapons equipped by a unit that Fell Back to Embark a Transport can still be selected by that Transport's Firing Deck ability*

*Q: Can vehicles with bases overhang the edge of the board as long as the base itself is wholly within the battlefield?*

*A: Yes*

*Q: How are 'terrain features' demarcated?*

*A: Each footprint demarcates a separate feature. Please note that some terrain features may be touching another terrain feature.*

*Q: Does swift action still need all other requirements to action to be completed (e.g. not oc 0, battleshock, eligible to shoot when advancing with assault weapon)*

*A: It does override the shooting eligibility; all the other restrictions are still in place.*

*Q: On Burden of Trust, can you begin Guarding an objective in turn 1, so that you score 2pts for it from turn 2 onwards?*

*A: No, you can't Guard on Turn 1.*

*Q: Can you burn more than one objective in a turn on Scorched Earth?*

*A: No, the action is 'one unit'.*

*Q: When splitting a unit using a transports ability, eg razorback/immolator what is the points cost for putting half of the split unit into strategic reserves. Do you halve the points cost of the split unit for the purpose of placing up to 25% into strategic reserves.*

*A: The full cost of the unit would be paid towards the Reserves cap, even if only half of the unit actually ends up in Reserves due to a split.*

*Q: When a rule states "this unit can be moved up to x inches, but this unit must finish that move as close as possible to the closest enemy unit" can the player choose how many inches they wish to move or does the "as close as possible" mean they must use all the available movement to get as close as possible?*

*A: Where possible you must use all available movement to get as close as possible; the "up to X inches" wording is just to note that the unit may be unable to make the entire move distance (due to entering base contact with the nearest enemy, terrain, etc).*

*Q: Can the Umbralific Crystal enhancement be used to redeploy in turn one if the attached unit is already on the board?*

*A: Yes*

*Q: Some abilities (Deathleaper's Fear of the Unseen, Chaos Knights' Forged in Terror, etc.) require enemy units that are below their Starting Strength to take a Battle-shock test in the Battle-shock step of their Command phase. If such a unit is also Below Half-strength, how many Battle-shock tests will the unit take in total?*

*A: One.*

## **ADEPTUS ASTARTES**

*Q: Where characters are attached to a Hellblaster unit and they are killed in the same enemy shooting activation as the attached unit, can that character also make use of the 'For the Chapter!' ability?*

*A: Yes*

*Q: The Impulsor's ability 'Assault Vehicle' states a unit can disembark after the Impulsor has made an advance move, and that the disembarking unit is counted as having made a Normal move. Is the disembarked unit still eligible to perform Actions, assuming it meets the other criteria (not yet shot, not Battle-shocked, >0 OC etc)?*

*A: Yes*

*Q: A Space Marine Hellblaster unit is targeted with the 'Fire Overwatch' stratagem and some of its models die to failed Hazardous checks. Can the dead models that then pass the 'For the Chapter' 3+ roll shoot using the 3+ BS of the Plasma Incinerator, or do they still need unmodified 6s to hit their new target?*

*A: They Still need 6s—the Overwatch strat applies “need 6s to hit” until the end of the phase, it's not directly tied to the specific shots fired by Overwatch itself, so would continue to apply for For the Chapter shots*

*Q: An infantry unit is targeted with the 'Calculated Feint' stratagem (Space Marine: Vanguard Spearhead) and ends the resulting move wholly within 3" of a transport with capacity to carry all of the models in the moving unit. Can that infantry unit embark within the transport?*

*A: Yes—there's an entry for “out of phase Moves” and embarking on pg13 of the Commentary*

*Q: Can you use ADAPTIVE STRATEGY stratagem in a gladius detachment whilst not having an active Doctrine?*

*A: Yes, the use of "any"/"any other" accounts for all cases, including a null. C.f. Verse of Holy Piety,*

*Q: If the kraken rounds strat targets a SM captain that can reduce strat costs by 1cp, can I reduce kraken round to 0cp, even if it targets 2 units?*

*A: Yes, as long as your strat targets the unit with the Captain ability, you can reduce it by 1CP. It doesn't matter what else it targets (friendly or enemy) anymore*

*Q: When a Space Marine Drop Pod is deployed from reserves, do the pod's doors have to remain closed or can they be opened?*

*A: Doors remain closed.*

## **AELDARI**

*Q: If you're within vect aura (stratagems cost 1 more) with your unit, it dies and you use say "Reinforcements!" to add them back into reserve, does it cost 2cp or 3cp .*

*A: Reinforcements is used after the unit has been destroyed; as the unit is no longer on the table, it cannot be within range of Lord of Deceit, so would still cost 2CP*

*Q: Which happens first: Consolidate or the War Construct ability?*

*A: Both happen after the unit has finished making it's attacks. The player with whose turn it is determines the sequencing.*

## **AGENTS OF THE IMPERIUM**

*Q: Can an inquisitor be a leader for a unit of sagittarum guard?*

*A: No, sagittarum guard do not meet the requirement of being a battleline unit.*

## **ASTRA MILITARUM**

*Q: Do Imperial Guard units containing a Vox- caster give you the chance to regenerate 1 cp, when targeted with the reinforcements stratagem?*

*A: Yes, though this would always require a 5+, as the destroyed unit cannot be measured to be within 6" of an Officer.*

*Q: When Lord Solar or ursula creed are attached to the same infantry unit as a Platoon command squad, can they use the Master vox in the unit to issue orders at 24 inches away?*

*A: Yes, as per the leader rule, while they are an attached unit they are treated as a single unit for all rules purposes.*

## **ADEPTA SOROITAS**

## **BLACK TEMPLARS**

*Q. Can a lieutenant join a Primaris Crusader unit if a chapter master/captain has already joined.*

*A: No, as the Primaris crusader squad isn't listed on units he can join when a captain is also attached.*

*Q: When a unit under the effects of it the fervent acclamation stratagem also has a stratagem such as Crusaders Wrath used on it, does it gain the additional effect from the stratagem for the vow they are gaining the benefit of from fervent acclamation?*

*A: No, this is because the additional effect requires the vow to be active for your army, not just that unit.*

## **BLOOD ANGELS**

### **CHAOS SPACE MARINES**

*Q: If Abbadon is in a transport can he select which warmaster ability to use for when he disembarks?*

*A: No.*

*Q: Does Abbadon's unit need to have made attacks to trigger his dark destiny rule?*

*A: No, to take the LD test you are required to have made attacks but dark destiny only requires you to have not failed a LD test. As you have not taken a LD test you have not failed one.*

### **CHAOS DAEMONS**

*Q: If using Chaos Daemons as demonic pact allies, does a Greater Daemon still provide shadow of chaos benefits to the accompanying battleline unit?*

*A: No*

*Q: Can a greater daemon arrive from deep strike 6 inches away from an opposing player's model using its own greater daemon aura (counting as always in its own shadows of the warp)?*

*A: No, the Shadows aura doesn't exist/can't be measured to until they're on the board.*

*Q: The SKULLMASTER, HERALD OF KHORNE ON JUGGERNAUT comes with a 60mm round base. The newer Bloodcrusher models come with a oval base. Which base should he be on?*

*A: The 60mm round base the model is currently supplied with.*

*Q: Does a soul grinder require a base to be used?*

*A: Yes, it is sold with a 160mm round base and should be modeled on it as such.*

## **DRUKARI**

## **GREY KNIGHTS**

*Q: Can Draigo use his one with the warp ability after being deployed from the grey knights teleport assault rule?*

*A: Yes*

## **GENESTEALER CULT**

*Q: Can Genestealer Cult units in cult ambush be set up on the board using the rapid ingress stratagem?*

*A: No*

## **IMPERIAL KNIGHTS**

*Q: When an Imperial Knight army takes the lay low oath if the warlord is destroyed but is resurrected before the start of the knights next command phase and remains alive until said command phase is the oath counted as completed?*

*A: No, as Oath status is not checked until the Knights' Command phase*

*Q: Do big imperial knights (or chaos) get to benefit from the super heavy walkers keyword (to walk through walls) when allied into another army.*

*A: Yes, as SHW does not have the 'if your army faction is imperial knights' restriction.*

## **LEAGUES OF VOTANN**

*Q: When a model with the "a long list" enhancement destroys an enemy unit on an objective with appraising glare can he use a long list to give another unit a judgment token?*

*A: Yes, this is because appraising glare count them as having a judgment token when destroyed.*

## **ORKS**

*Q: When the ork Strat (Green Tide detachment) 'Go Get Em' is played, when do you count models for how far they can move. If the unit has 10 or more you re roll the charge . Otherwise you move d6. The Strat is played when you are targeted but the move is made after attacks are resolved.*

*A: The number of models in the unit is checked after the shooting attack has been resolved.*

*Q: If a character has joined a unit of meganobz and a waaagh has been called. The unit gains the ability feel no pain 5+. If the meganobz unit is destroyed, does the character retain that ability until the waaaagh is not effective anymore?*

*A: The Feel No Pain would only persist through the attack activation that destroys the Meganobz; after that attack has completed, any formerly-attached Leaders would lose the Feel No Pain.*

## **NECRONS**

*Q: When using cosmic precision, are you allowed to bring in a unit that doesn't have deep strike, in on round 1 if they started game on the table and you go second?*

*A: No, as that unit has no means to arrive from Reserve—and Cosmic Precision is used on an “arriving” unit*

*Q: In the Necrons Canoptek court detachment, if a wraith unit uses the reactive subroutines stratagem during the enemy movement phase and in so doing moves over an enemy unit, does this trigger the wraith form ability?*

*A: Yes*

## **SPACE WOLVES**

*Q: Can you use a reactive stratagem (such as Runic Ward from Champion of Russ detachment) against an attack resolved at the start of a phase.*

*A: Runic Wards is used when selected as the target of an attack—Doombolt (and most similar abilities) are not attacks, and would not allow Runic Wards to be triggered.*

## **T'AU EMPIRE**

*Q: Does the stratagem ‘the torchstar gambit’ need to be used immediately after the target of the stratagem has resolved shots, or can the stratagem be used, for example after other units have activated to shoot?*

*A: It does not need to be used immediately.*

*Q: Can an ethereal use its coordinated leadership ability while embarked within a devilfish?*

*A: No*

## **THOUSAND SONS**

*Q: Can you use the thousand sons warp sight stratagem and then temporal surge the psyker after using the stratagem?*

*A: No, as Temporal Surge is “start of the Shooting phase” and Warp Sight is “Shooting phase,” Temporal Surge must occur first.*

*Q: Does magnus get to select one of his crimson king abilities while in reserves?*

*A: Yes, his ability does not require him to be on the battlefield.*

## **TYRANIDS**

*Q: Can the Tyranids; Vanguard Onslaught Detachment enhancement 'Hunting Grounds' be used to force battleshock tests on a 2+ for opposing units set up on the board using rules not specifically described as 'Reserves' e.g. Grey Knights' Teleport Assault or Custodes' From Golden Light*

*A: Yes, From Golden Light/Teleport Assault would be defined as Reposition effects per the Commentary; these effects do trigger enemy abilities that occur "when arriving from Reserve/Reinforcements," so would trigger Hunting Grounds*

## **WORLD EATERS**

*Q: For The blood for the blood god' stratagem: Is it just the unit that rolled the blessing that gets the benefit or is the benefit army wide.*

*A: t applies to the whole army like normal; that unit is just used as the Stratagem target in case it's needed for other interactions (like CP modifications).*

*Q. If I attack 2 enemy units with some world eaters, and kill the first unit can I use "for the blood god stratagem" to gain a blessing and use that blessing on the attacks declared into the second unit?*

*A.No, you must complete the unit's activation first then activate a stratagem.*

*Q.Can Angron use "for the blood god" to bring himself back if he rolls 3 6s on the blessing?*

*A. No, as he isn't removed from the battlefield before you activate the stratagem.*