

Everyday30k Living FAQ document

28mm/Age of Darkness:

- One Restricted list unit per 1000 point maximum
- Blasts weapons and multi-level buildings: blasts only affect one level of the building. The Shooting player gets to choose which level.
 - If the weapon also has the Barrage rule, instead all models on all levels under the template are hit, regardless of if that model can be seen by the template
 - This is how it worked in HH 1.5, and we believe it should still act like this
- The Sons of Horus legion trait is still active on the first turn of combat, even in the case of a Disordered Charge
- Biomancy +1 S Is a modifier for S calculations, and as such is added after doubling.
- Lumbering Flyers: Count as Super Heavies for the Purposes of firing weapons, in that may fire all weapons including destroyer or ordinance weapons.
- Combat Air Patrol Advanced Reaction:
 - A flyer that enters as a result of the Combat Air Patrol reaction does not have skyfire enabled when coming in. However, Weapons that have the skyfire rule function normally.
 - A unit Set up in CAP counts as being in reserve, CAP is a special way the unit may leave reserve than normal, but the unit may leave reserves using normal reserve rolls if chosen to.
- Corvidae: The activating player chooses a model to take the first wound. If that model has multiple wounds, the unit must take the remaining wounds according to the normal wound allocation rules.
- Melta Bombs gain the "Two-Handed" special rule
- When counting wounds for combat resolution, Weapons with the brutal keyword causing more than the total wounds of a model do not carry over outside of a challenge.
 - If a Tactical marine dies to a brutal weapon, for combat resolution that model only counts as 1 when calculating wounds dealt, even if it would have taken 3 failed saves from the brutal weapon
 - If a 2 wound model takes a Brutal 3 hit, it counts as -2 if the brutal hits take both wounds, and the third failed is discarded.
 - Brutal is 1 wound that forces 3 saves. When counting wounds, only the actual number of wounds lost is counted for combat resolution.
 - This is stated on page 188 of the Big Rule Book in that "wounds that have been . . . do not count towards determining who won combat. Neither do Wounds in excess of a model's Wounds Characteristic; . . ."

