

*This document represents answers to questions asked of the following Judges: John Weyermuller, Matt Root, Adam Solis, Daniel Ruiz, Mitch Pelham, Chris Morgan, Jason Horn, and Thomas Hegstrom-Oakey. It is a living document and may change to reflect the opinion(s) of the judges.*

*These are not an FAQ for Warhammer 40k, these are not official answers. These are simply rulings we will make at an event we run, we coincidentally are the judges for the Las Vegas Open this year. They are not official Frontline Gaming, or ITC, FAQs.*

*The judges will not answer any questions received, in any form, after January 12th 2020, we will answer questions at the Las Vegas Open 2020 **during** the 40k Championship event when called to a table to adjudicate an in-game dispute.*

Q: Is Lord Asteroix Morloc 150 points or 160 points due to the Stormshield?

A: 150

Q: Would the White Scars Strike off the Head Chapter Litany allow you to re-roll failed wound rolls on a unit with Transhuman Physiology stratagem activated?

A: Yes, you would re-roll the failed wound rolls that resulted from the active Stratagem.

Q: Does the Omniscanner on the Daedalus allow affected models to split fire and receive +1 to hit on other targets not nominated by Daedalus? For example, Daedalus nominates a venom as his scanner target, an Onager within six inches of him targets the venom with stubbers; he then receives a +1 to hit on the venom and a +1 to hit with his main gun on another target.

A: The +1 would only be applied to attacks made against the unit that was targeted by the Omniscanner. Attacks made against another unit would not gain the +1, even if the same model is splitting shooting attacks between them.

Q: Can the stratagem for hell forged artifacts from codex: chaos daemons be used to purchase an extra relic for a codex: chaos space marines daemon prince?

A: No

Q: Can a remora stealth drone move its 20-30 inches which doesn't require it to move in a straight line (say in a circle) and end up in the same spot?

A: No

Q: Can the Night Lords stratagem vox scream be used to remove the Iron Stone as an aura? Additionally, can the stratagem be used on a thunderfire cannon's techmarine to stop the "manning of the gun" and disallow a TFC from shooting?

A: Yes to both.

Q: If a unit is touching a piece of terrain that is a ruin, is it "in it"?

A: Yes

Q: Under the limits of command rule specifically mission dice. Would rolling for a transendant ctan's fractured personality count as mission dice?

A: Yes

Q: The picture under the datasheet in chapter approved shows Tactical marines standing on the walls of a firestorm redoubt. Can either I or my opponent place models on the fortification?

A: Yes

Q: If my opponent can do so, is it only possible after a charge move, and is it then impossible to pile in or consolidate while the fortification is in play?

A: Your opponent does not need to charge the fortification.

Q: What happens to models standing on a fortification when it is destroyed?

A: Fortifications are units and cannot have other units placed upon them unless they have a rule stating they are treated as terrain (Aegis Defense Line, Imperial Defense line and the skyshield landing pad are the only fortifications with this exception) The only one of these that can have models placed upon it and is destructable is the skyshield landing pad, if it is destroyed with any models (friendly or otherwise) on top of it the landing pad is treated as a hill and must be removed as soon as there are no models on top of it.

Q: Hey Guys I'm a little confused about the Legends things. In the book there are units and then there are rules updates to the codex. I understand you can't take the units but the "Wargear Options" that have been added to the codex should be allowed as they are now codex options.

A: The Legends release states that you use the Dataslates, and Wargear options, within it to field Legendary Units. Legendary units are not allowed at LVO as they are not recommended for Competitive play. Therefore anything in the Legends release, unit or wargear, is not allowed. Units added via Chapter Approved 2019 are allowed.

Q: Necrons - Deceiver: Grand Illusion The Deceiver's Grand Illusion allows for D3 models to be redeployed before the 1st battle round. It states that models moved in this way cannot charge in the following turn. What happens if Grand Illusion moves a transport like a Ghost Ark with warriors on board? The Ghost Arks cannot charge turn one but will the Warriors be allowed to disembark move and charge turn one?

A: Yes, you may disembark and charge turn 1 from a transport that has been Grand Illusioned. Currently, the BRB rule for transport says units onboard are not effected by buffs or de-buffs unless otherwise stated

Q: Exarch Powers from Psychic Awakening. How must these be assigned? Similar to psychic powers and chosen each game, or before the tournament starts?

A: If you're replacing a power it must be marked on the army list, therefore in the army building stage. If you use the strat to add a power it happens at the table.

### Sisters Questions:

Question - GW on their 40k facebook page indicated that they plan on having a FAQ/errata for the new Sisters of Battle Codex only after the full release which will most likely push it back after January. I have submitted the following questions to GW, but no response yet.

1. For performing an act of faith, can I use multiple miracle dice when I am "fast dice rolling" for multiple models in a unit or is it limited to one model for the AoF?

A: No. Just one die per aof (except those that require 2 dice like charge rolls)

2. The relic Litanies of Faith allows you to re-roll a miracle dice once per turn. Does that allow you to re-roll the miracle die received at the beginning of each battle round? Also, I assume you can re-roll a die in your turn and your opponents turn, correct?

A: Yes to both. A turn is short hand for a player turn. A battle round is a game turn.

3. For the Faith and Fury stratagem, are multiple miracle dice used for a hit roll also all used for the wound roll or is it just limited to one die?

A: Yes, all Miracle dice used in the hit roll are then used for the wound roll.

4. Various stratagems allow the discarding of miracle dice to affect an outcome (Divine Intervention, Moment of Grace). Does the discarding of miracle dice constitute an Act of Faith for that phase?

A: No

5. For the stratagem Devastating Refrain, do you have to commit to using the stratagem before you roll the number of shots or can you do it after you roll and see the results from that initial roll?

A: Yes, you must use it before rolling for the number of shots. A model/unit is selected to fire before weapons and targets are selected to fire and before any dice are rolled.

6. For the stratagem Purity of Faith, is a Deny the Witch attempt required before you can use the stratagem or can you just go straight to the stratagem?

A: No Deny the Witch attempt is required, but an attempt cannot be used after the stratagem is used should it fail.

7. For the Shield of Faith ability, it refers to using one model to deny one psychic power. I assume that the unit as a whole it is still limited to denying just one psychic power, is this correct?

A: Yes, a unit may only deny once per enemy psychic phase.

Q: The ITC Engineers rule states that a scoring unit can't have made any attacks or manifest any psychic powers during your turn, however, does this extend to models using abilities from their data sheet? For example the 'Defence Searchlight' ability of the 'Sabre Weapons Battery' or the 'Warp Vortex' ability of the 'Mutalith Vortex Beast'.

A: For Engineers, if the unit uses any ability that makes an "attack" or acts "as a shooting attack" etc then it cannot score Engineers. A Unit special ability that uses the verbiage "attack" would preclude the unit from scoring.

Q: Space marines tome of Malcador relic, can you take a power from a different discipline than your original power(s), as long as you have access to it? For example, could an Iron Hands librarian take null zone and might of heroes from the base discipline and then use tome of Malcador to take Pysteel armor from iron hands discipline?

A: Yes

Q: 1) How will the Tau Ethereal's Invocation of the Elements ability be ruled. Is it that when you declare the ability during your movement phase the models within 6 benefit from it (ex: the 6+ fnp) until the next movement phase regardless of where they move after that, or is it a constant aura where the model must remain within that 6 inch bubble? It's been ruled as the former interpretation at Warzone Atlanta and Pro Tabletop so I just wanted to check how it would be ruled at LVO so I can play it properly.

2) Aun'Va and his ethereal retinue are a single unit. Only Aun'Va has the character keyword, the guards that are part of his unit do not have the character keyword or a rule like the dark disciples. Can his unit score king of the hill points since the wording says that units (rather than models within units) with the character keyword cannot score it.

A: 1) For the sake of simplicity, we are ruling that it is an ongoing aura. So, if you had a unit outside of 6" when you declare the 6+ FNP, they would benefit if they later moved into the aura. Conversely, if a unit is within 6" of the ethereal but then moves away later in the turn so that they are no longer within 6", they would no longer receive the benefits.

2) The RAI is that units cannot benefit from the character rule for not being shot. Since, per how the unit works they are effectively "one unit" and it does have the character keyword, the Ethereal guard CANNOT be chosen to score things like king of the hill, engineers, etc.

Q: If incursions deployed in no-mans-land, redeploy using the Lord Of Deceit warlord trait, can they redeploy outside your deployment zone? There was an FAQ saying "no" which applied to a previous version of the rule (Precepts of Deceit, in the Vigilus supplement), but that rule no longer exists, and the FAQ was not renewed in the Space Marines FAQ for Lord of Deceit. So all we have is RAW, and RAW, I think it's OK.

A: Precedent set by the previous FAQ still applies barring further clarification from GW. As such, when using the redeploy warlord trait, they must be within your deployment zone.

Q: For the Genestealer cult Strategem "Lurk in the Shadows" (pg110 digital version genestealer cult codex) it states the unit cannot be targetted unless it is the closest visible target. My understanding of this is the unit cannot be targetted by weapons which do not require line of sight as you cannot even target the unit unless the unit is visible, assuming the unit in question cannot be seen by the firer of course. Is this correct?

A: No, as with Characters, a model that does not need LoS to target a unit ignores any LoS requirements.

Q: Hi, i'm wondering how you are going to rule using a single inquisitor in an otherwise mono sisters of battle list. Will it ruin sacred rites? It is clearly RAI but the wording on it is super weird,

as if the designers for inquisitors would not know how rules in the future such as sacred rites would work; basing it only off doctrines.

A: This would NOT remove the benefit of sacred rites from your list (as long as you fulfill the other normal requirements). In effect, sacred rites works exactly like doctrines in regards to adding inquisitors to your list.

Q: Will the save given by Void Shield be modifiable by for instance by Psysteel Armour?

A: No, void shields cannot be modified by psychic powers or cover.

Q: What is the appropriate size and los block amount for the new sisters of battle fortification? It doesn't have any pictures in the codex, so is it supposed to be 4"x4"x4" not los blocking, or 1"x2"x12" los blocking, or...please provide guidelines for an acceptable conversion for it!

A: Unfortunately, as there are no design restrictions on the model, there is no way to determine the correct size of the fortification. In effect, it is a model that doesn't have its entire ruleset released. As such, for LVO, the new sister's fortification will not be allowed due to the lack of clear official guidelines. Should the model be released prior to the rules cutoff date for the LVO then the model may be used, Converted models for this fortification will not be approved for LVO.

Q: Does the ITC rule about the windows of a ruin on the first level blocking Line of Sight, apply to fortifications you purchase for your army, such as the new Sisters of Battle fortification?

A: No, fortifications are not ruins.

Q: Do Black Templars count as Imperial Fist Successors? RAW they are, though I'm sure it might not be the intended ruling

A: No. Templars have their own unique doctrine and strategems, and do not benefit from the typical rules of being a "successor chapter".

Q: Is the updated Sanguinary Priest datasheet from Blood of Baal going to break doctrines? Currently there is an obvious typo in that it says "Know No Fear" instead of "Angels of Death" (it is the only unit in the codex or BoB that has this change). If an FAQ is not released before the list submission deadline, what will your policy be?

A: Barring an FAQ from GW stating otherwise, the sanguinary priest is assumed to have the "Angels of Death" rule, and as such does not break doctrines.

Q: Are warbosses on warbikes legal? They are. Forgeworld unit with a Chapter Approved entry. Same question, Big Mek with a forcefield, also in chapter approved. I'm 99% sure they are both legal, but making sure.

A: Warbosses on Warbikes and Big Meks with force fields have been added to the FW section on CA, and as such, are not considered "Legends" units and are legal for LVO.

Q: In the shooting phase is the base considered part of the model and if so can you fire a weapon at a target if you can only draw line of site from the base and not the model.

For example dreadnaught in cover shooting at a unit, line of site can only be drawn from the dreadnaughts base and not the model. Is this acceptable or does the model need Line of site to the target?

A: No, you must be able to draw Line of Sight to the model itself, not the base.

Q: What happens if I have a unit of devastators with an armorium cherub, which doesn't count for any/all rules purposes, but is still required to be within 2" of the unit at all times until it is used, and that unit is charged and surrounded completely by an enemy unit(s)? Does the enemy have to stay off the cherub? Does the cherub count for determining which models are engaged? Does the cherub get removed? None of these options seem to fit well with the "doesn't count for any rules" part, but the "must be within 2" of its unit" is also troublesome, since it seems to indicate that it takes up space which would mean it at the very least limits attacks incoming.

A: Should this occur remove the Cherub and replace it when possible following the rules on it's dataslate.

Q: Can a Nob in an Ork Boyz unit be equipped with a power klaw and a shoota?

A: For the LVO 2020 no, because the Shoota is an option from Legends. Per the Legends release adding wargear from Legends creates a Legendary unit and those are not balanced, nor recommended for competitive play.

Q: For Index wargear options not included in Warhammer Legends, do we continue to use the Index flowchart?

A: Aside from the Forgeworld and White Dwarf Indexes, the indexes are no longer legal and the index flowchart is no longer in use. Nothing may be taken from a non-Forgeworld/White Dwarf Index any longer.

Q: Can Lias Issadon use his reserve ability to reserve 3 units separately from himself without reserving himself?

A: No

Q: If Lias Issadon is in reserve with other units that he used his ability to reserve can they come down on separate turns.

A: No.

Q: If a repulsor executioner uses the "Vengeance of the Machine Spirit" strat can it use its Aquilon Optics to shoot 4 shots since it didn't move that player turn?

A: No

Q: The tremor shell stratagem says it is only active in the opponents movement phase but says it affects charges. This is an obvious oversight but what about double move abilities in psychic or shooting phase? Does tremor shells affect them?

A: The Tremor Shell rule states what effects begin occurring during the opponent's next movement phase as a result of that unit now being "shaken". The effects of the move

characteristic being halved and the restrictions on advance/charge are a result of the unit being shaken. Charge rolls being halved as a result of being shaken implies that the status of "shaken" continues out of the movement phase, as such we are ruling that the unit remains "shaken" until the end of the player turn. So the movement characteristic would be halved for double movement abilities during, and outside, the movement phase.

Q:When a drop pod reserves with units inside. Say 200 points including the drop pod. Can I reserve 2000/2 +200 points? Or does the 200 not count towards the total. Meaning that I can only reserve

1800/2 + 200 for drop pod. In summary, does the 200 not count towards units in reserve or not count towards the total amount?

A: The drop pod, and any embarked units, do not count for the number of units in reserve or the points out of your list as the Drop Pod rules states they ignore the Tactical Reserves rule. However your list is still 2000 points. While the Drop Pods and embarked units do not count toward the half points portion of the Tactical Reserves rule in regards to how many points are in reserve versus on the table, the rule does not change the total number of points in your list in regards to the Tactical Reserves rule. Your list does not become a 1000 point list, it is still 2000 points. Therefore, if you have 1000 points of your army in Drop Pods you may not reserve any more units, that are not also in Drop Pods, as half the army or 1000 points, needs to be deployed. The Tactical Reserves rule still applies in full to any additional, non-drop pod units in your army. You could take, for example, 1500 points or even 2000 points, in Drop Pods legally. In the case of 1500 points you would have to deploy the other 500 points of the army, none of them would be able to go into reserves. In the case of the 2000 point army all in Drop Pods you could deploy nothing.

Q:Does including a single Inquisitor via the new rules turn a Pure Ultramarines Army into an "Imperium" army or does it remain pure?

A: It does not become an "Imperium" army.

Q: Can a unit of Iron Warriors models who are in cover make use of the Bastion Warlord Trait when shot at by an Imperial Fists unit with the main chapter tactic (i.e., "the target does not receive the benefit of cover to its saving throw")? The operative question is, do you get the other benefit of cover in this circumstance, namely changing AP -1 to AP 0.

A: Iron Warriors affected by the Bastion Warlord Trait would still gain those benefits as the Imperial Fist tactic only applies to the benefits of cover from a saving throw.

Q:For Crusaders from the Astra Militarum Codex, which datasheet should I use? Chapter Approved 2018 has a note on page 69 to use the datasheet in that publication until the new Sisters of Battle Codex comes out, at which time the Astra Militarum codex would get updated. As of now there has been no further mention of how to treat Crusaders from the Astra Militarum codex, but there are some big differences between the datasheet in the Sisters of Battle and Astra Militarum codex.

A: Use the most recent datasheet published by GW, so the datasheet in the new Sisters Codex.

Q: When is it acceptable to rotate the turret of a leman russ or similar model (and in doing so change the potential LOS profile of the vehicle)? In my area we commonly play that it can be done only during the controller's movement and charge phase (the latter usually enabling the vehicle to fit somewhere), but I've never seen an official ruling on it.

A: You may only adjust a piece of your model that has articulated movement, like a turret, during your movement and/or charge phase when that model is moving or charging. Please be aware, moving this piece can still count towards distance moved depending on how far past the "hull" or "base" of the model the piece extends.

Q: Can a Riptide within 1" of a Master of Snares leave combat using its "Boost" ability during its charge phase? The boost ability says that the Riptide can "move 2d6" in your charge phase." The Master of Snares ability says that a unit "cannot Fall Back" from it. With the rules as written and the FAQ (the part about having "as if it were X phase"), I think that the Riptide can simply leave that combat using its ability.

A Yes, you may.

Q

A. Does the +1 strength ability of the chaplain dreadnought stack with itself? The rule as written seems to imply that if you had 3 chaplain dreadnoughts engaged with the same squad within 6" of each other, you would gain +3 strength?

B. Does the iron hands stratagem "cogitated martyrdom" apply to damage taken or wounds caused? (See example below).

C. When deploying the entire army (mission 2,4,6) - is it possible for my opponent who asked me to deploy first to then seize the initiative?

D. When does the clock start? After secondaries and deployment? Or from the roll for determining who generates the deployment map?

E. Finally, can a character chaplain dreadnought be a Master of Sanctity. RAW it lacks the 'Chaplain' keyword (having Chaplain Dreadnought instead) - but the FAQ gives it the PRIEST keyword and the FAQ for Faith & Fury isn't released as yet.

A

A. Abilities with the same name cannot stack, so only +1S for the Chaplain Dread

B. You roll for the 2+ after the attack has wounded and wounds have been lost per Step 5 "Inflict Damage".

C. The way the packet is written. yes

D. Per the Chess Clock rules

E. By RAW, no due to not having the CHAPLAIN keyword, if the Faith & Fury FAQ doesn't come out.

Q: Do Stratagems like Chapter Master, Field Commander, or We Are Alpharius need to be declared on the roster?



A: These specific Stratagems are used "before the battle begins", not "when mustering your army" "when selecting your army" or "when writing your list" etc. and are thus variable. They do not need to be included on your army roster and can be changed from game to game, but please be sure to write down the use of these stratagems and the warlord traits assigned each game, and be sure to communicate clearly to your opponent during the pre-game portion.

Q: How does the Chaplain litany of +1 to hit the closest target work with fast dice and splitting fire? If a Repulsor kills its first target, the closest, does it get the Litany benefit for the next target if it is now closest? Can I force my opponent to roll their dice one at a time for saves in these sorts of circumstances to guarantee benefits?

A: No, you only gain benefit for the +1 to hit against the unit that's closest when you measured distances. You check the range in Step 2 of the shooting phase, you roll to hit in Step 4.

No, forcing your opponent to roll saves, or any type of roll that can be batch rolled if they like, one at a time would be considered slow play. Manipulating the rules to take up time, whether your own time or your opponent's time, is against the Code of Conduct and would result in a Red Card.

ITC Format, Code of Conduct, Missions:

<https://www.frontlinegaming.org/community/frontline-gamings-independent-tournament-circuit/itc-2015-season-40k-tournament-format/>

Meet the LVO Judges:

<https://www.frontlinegaming.org/2020/01/02/meet-the-las-vegas-open-warhammer-40k-senior-judges/>

LVO Guidelines Update for 2020:

<https://www.frontlinegaming.org/2019/12/22/lvo-2020-40k-championships-update-and-guidelines/>

Judges Rulings:

<http://www.tfgradio.com/judges-rulings/>