

Bullet point changes that have been made due to the faq

1. When attacking over an LLO you can make your full attacks

There was some confusion about attacks being limited to 1 in this situation. The GW FAQ has cleared this up so give it a read.

2. 50% of your models cannot be in a single unit

This is a new restriction for list building so be conscious when submitting your list
Make

Changes we have made cause the FAQ is shit

Note: It's important to play by the rules so everyone is playing a fair and equitable game.

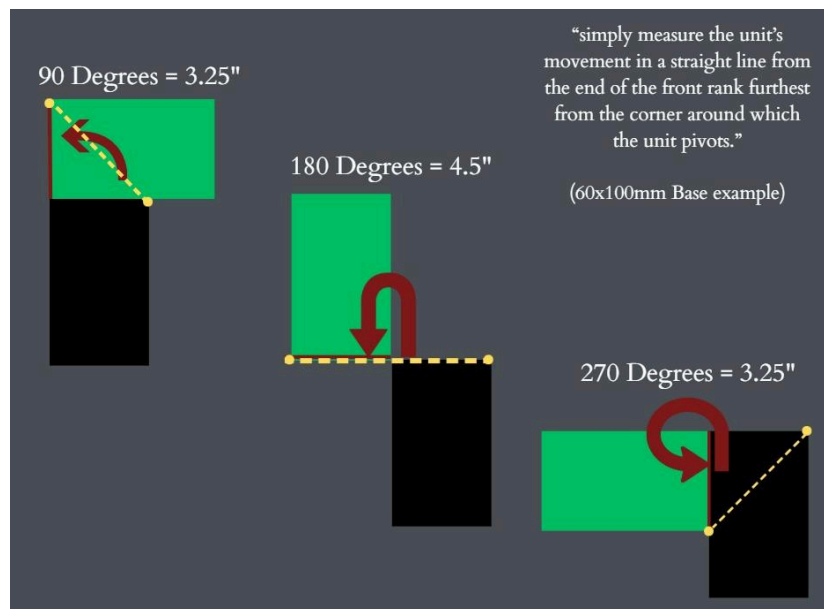
However while it's worth playing to the letter of a rule we are attempting to give common sense answers that might contradict or seem at odds with official answers. This is purely to help the community play fun games. ANY attempt to play against the spirit of a rule or twist the interpretation of a rule to create unsportsman-like situations will result in immediate removal and banning from the event. Please check any "genius" ideas or "secret" tech you've discovered.

Wheels

Problem:

The Games Workshop faq wants you to measure a straight line for a wheel vs using a wheel arc tool or protractor

The problem this creates is:



tSN FAQ: Measure each part of a wheel in increments of up to 90 degrees

Here is what we mean:

Each time you decide to wheel a unit you will use a portion or all of your movement to make that wheel. You measure how much of your movement you use by drawing an imaginary straight line from the model in front rank that will move the most to the point you want to wheel to.

If you want to wheel more than 90 degrees you must split your wheel and therefore your measurements into segments but it still counts as a single wheel.

Regen

Problem: Games Workshop has released an ambiguous ruling about how Regen (X) works.

There are several issues and interpretations and as always they have not stated intent. One important part of this conversation is:

(Summer 2025 FAQ and still legal)

*Regeneration (X+): Change the rule as follows:

'Immediately after a Wound is lost, but before models with zero Wounds remaining are removed from play, a model with this special rule may make a 'Regeneration save' roll by rolling a D6 and comparing the result to its 'Regeneration value', shown in brackets after the name of this special rule (shown here as 'X+'). If the Regeneration save roll equals or exceeds the model's Regeneration value, the lost Wound is recovered, but is still counted for the purposes of calculating the combat result. Rules that affect armour values do not affect Regeneration values unless stated otherwise.

(Summer 2026 and still legal)

Q: Can models choose not to make Armour, Ward or Regeneration saves if it has them?

A: No. If a model can attempt to make a save, it must.

tSN FAQ: How Regen works

Single Damage (or Single Wound attack)

After any appropriate armour and ward saves are failed a model suffers a wound due to the attack made. You can make a regeneration save for that wound suffered if you have the rule. Any successful regen saves count towards combat result score.

In many cases this will be single wound attacks and so fast rolling can be implemented. Fast rolling is just rolling it all out at the same time (how you probably normally play) but each attack is technically rolled one after the other. However no one does this.

Multi Damage (Multi Wounds (X) Special rule)

In the case of attacks with the multi wound special rule, you slow roll (roll one at a time) regen saves until the model making the regen saves is reduced to zero wounds. Any remaining

wounds suffered from that single multi wound attack are discarded. Any successful regen saves count towards combat but excess wounds that are discarded do not.

As an example

A model makes an attack with the Giant Blade which has got the Multiple wounds (2) rule. The model its attacking could have any number of wounds it is irrelevant. You roll a regen save one at a time until the model has zero wounds or all the saves have been made.

A skeleton has 2 wounds assigned and makes its first regen save which is a success and then has to make another. If it had failed the first one the second wound be discarded

In the case Challenges

In the context of regen in a challenge, after reducing a model to zero wounds, the discarded wounds count as overkill towards combat results up to a maximum of 5.

In the case of unit champions, multi wound attacks are reduced to single wounds for the purposes of overkill that are produced after the unit champions has been reduced to zero wounds

Damage outside of attacks e.g Difficult terrain, Misfires etc.

You may make a regen save against any wound suffered outside of an attack excluding wounds suffered from the Unstable special rule

Canons, what they see and how they hit.

Problem: The new FAQ (Summer 2026) that says

Q: When shooting a cannon, a line of sight is required to the target point, but what about the strike point?

A: A cannon does not require a line of sight to the strike point. However, if anything that would stop a cannonball from bouncing (see 5. Crunch, on page 227) lies between the target point and the strike point, the cannonball will hit it and stop. In other words, you cannot use a high result on the Artillery dice to 'glitch' a cannonball through an impregnable obstacle.

Solution: Disregard above and

tSN FAQ: A cannon may not hit a unit that cannot be seen due to line of sight being blocked from a terrain piece. (Eg behind a hill, building, special feature or the other side of a forrest)

Examples and intent

What you can do with canons

- Hit in a unit the open
- Hit a unit inside a wood
- Hit a unit on a hill. Due to **crunch** (pg 227 main rulebook) this harder to do as you don't get a bounce on a hill

What cant do with canons

- Hit a target behind a building/special feature/ impassable terrain
- Hit a target behind a hill
- Hit a target behind a wood