WARHAMMER 40,000
THE BIG FAQ 2 2018

Revision 1

Release Notes

In the Autumn update for Warhammer 40,000, we introduced an updated matched play rule that meant, in matched play games, units that did not start the battle on the battlefield could not be set up until the second battle round. As a result, several unit abilities changed so as to not contradict this rule. Unfortunately, a handful of unit abilities slipped through our net. This revision endeavours to catch those abilities.

The Autumn update also included an errata that changed the way the FLY keyword interacts with the Charge phase. As with the other change, unfortunately a few units that can 'move as if they can FLY' were missed. This revision – and the corresponding codex FAQ updates – are intended to catch the remainder.

We've had a lot of feedback on this matter, so we thought it would be useful to explain what we were, and what we were not, attempting to achieve with this errata.

This errata was designed to answer a common question that arose when units that can FLY were attempting to charge units atop a tall terrain feature, or vice versa. In such a situation, even though the vertical distance between the charging unit and its target could be quite large, the horizontal distances involved could be very small, or even nothing. As they ignored the vertical distance to their target when charging, this could result in automatic charges. This was further compounded when a unit arriving from reserve was set up more than 9" vertically from enemy models on top of a tall terrain feature, but then either had a charge distance that was substantially less than 9" (or was automatically charged) that turn when combined with the above. This was not the intent of the original rule and we therefore took the difficult decision that units that can FLY should have to roll the same charge roll as any other unit.

To be clear, the errata was not published as an attempt to redress any perceived balance within the game, or to tone down the power of certain units that can FLY (or that can move as if they could FLY). It was designed to make charge rolls clear and unambiguous for all units – hence we feel it is important that no unit is excluded from the errata. If the power of any units has been affected as a result of this errata, then we shall review it and adjust its points value (and Power Rating) accordingly.

Finalised Matched Play Rules

The Battle Brothers matched play rule was introduced as a beta version back in Spring 2018. This is now the final form of this matched play rule:

BATTLE BROTHERS

All of the units in each Detachment in your Battle-forged army must have at least one Faction keyword in common. In addition, this keyword cannot be **Chaos**, **Imperium**, **Aeldari**, **Ynnari** or **Tyranids**, unless the Detachment in question is a Fortification Network. This has no effect on your Army Faction.

In addition, the following two matched play rules as confirmed in the Spring update continue to apply.

PSYCHIC FOCUS

With the exception of *Smite*, each psychic power can be attempted only once per turn, rather than once per psyker per turn. In addition, unless the psyker attempting to manifest *Smite* has either the Brotherhood of Psykers (see *Codex: Grey Knights*) or Brotherhood of Sorcerers ability (see *Codex: Thousand Sons*), you must add 1 to the warp charge value of *Smite* for each attempt (whether successful or not) that has been made to manifest *Smite* during a given Psychic phase, to a maximum warp charge value of 11.

For example, if an **Ork** psyker attempts to manifest *Smite* during a Psychic phase in which two other psykers have already attempted to manifest *Smite*, then the warp charge value of *Smite* is 7 for that attempt (note that if the result of the psyker's Psychic test is more than 10, it still inflicts D6 mortal wounds instead of D3 as normal).

TARGETING CHARACTERS

An enemy **Character** with a Wounds characteristic of less than 10 can only be chosen as a target in the Shooting phase if it is both visible to the firing model and it is the closest enemy unit to the firing model. Ignore other enemy **Characters** with a Wounds characteristics of less than 10 when determining if the target is the closest enemy unit to the firing model.

This means that if any other enemy units (other than other **Characters** with a Wounds characteristics of less than 10) are closer, whether they are visible or not, then the enemy **Character** cannot be targeted.

Beta Matched Play Rules

TACTICAL RESERVES

Following feedback, we are changing the Tactical Reserves beta matched play rule proposed in the Spring 2018 update, which was itself an update to an existing matched play rule in the *Warhammer 40,000* rulebook. The original wording in the *Warhammer 40,000* rulebook restricted the number of units that could arrive during a game to half your army, but the intent was 'half of your army's strength'. The first beta version of this rule clarified this to be half the Power Level of your army, but as matched play games typically use points values instead of Power Ratings, we have clarified that this should instead be half the points value of your army.

Even when limited to half your army, the ability to arrive on the battlefield mid-game remains very powerful, enabling units that can do so to arrive where they will be most effective whilst granting them immunity from attacks until they are on the battlefield. Armies that use a heavy proportion of 'reinforcement units' continue to dominate on many gaming tables, which is why we felt it necessary to rein in the power of these abilities in Spring 2018. However, our original beta rule, which limited the units that arrived as reinforcements during the first battle round to being set up within their own deployment zone, received a lot of mixed feedback. Whilst it did help to rein in the power of some armies that used a heavy proportion of reinforcement units, it also raised a lot of questions from players regarding which units, abilities, powers and so on were affected. Some players felt it was unfair that all of their units were restricted, whilst all of their opponent's units were exempt. Perhaps the biggest criticism we received, though, was that the rule seemed to break many players' suspension of disbelief, as they could not understand the background reasons behind it – what was the rule representing on the battlefield?

As a result, we are proposing a new version of this beta rule that is designed to rein in the power of reinforcement-heavy armies whilst also maintaining a more narrative theme. To that end, units that arrive as reinforcements must now wait until the second battle round to do so – they are reserves that arrive to reinforce your army mid-battle, not reinforce it before your opponent has had a chance to move any of their own models.

We also felt, because it was so different, that we should re-release this as a new beta matched play rule, rather than enshrine it in the rules before the wider community has had a chance to provide adequate feedback. We have also removed the exemption that Genestealer Cults had in the previous beta version of this rule – rest assured this has been taken into account for *Codex: Genestealer Cults*, which is currently in development.

TACTICAL RESERVES

Instead of being set up on the battlefield during Deployment, many units have the ability to be set up on teleportariums, in high orbit, in ambush, etc., in order to arrive on the battlefield mid-game as reinforcements. When setting up your army during Deployment for a matched play game, at least half the total number of units in your army must be set up on the battlefield, and the combined points value of all the units you set up on the battlefield during Deployment (including those that are embarked within TRANSPORTS that are set up on the battlefield) must be at least half of your army's total points value, even if every unit in your army has an ability that would allow them to be set up elsewhere.

Furthermore, in matched play games, units that are not placed on the battlefield during deployment in order to arrive on the battle mid-game as reinforcements cannot arrive on the battlefield during the first battle round.

Finally, any unit that has not arrived on the battlefield by the end of the third battle round in a matched play game counts as having been destroyed.

Related Errata
If you are using the Tactical Reserves beta matched play rule, the following errata apply:

Codex: Space Marines, **page 197** – Strike From the Shadows
Change this Stratagem to read:
'Use this Stratagem when you set up a **Raven Guard Infantry** unit from your army during deployment. At the start of the first battle round but before the first turn begins, you can move that unit up to 9". It cannot end this move within 9" of any enemy models. If both players have units that can move before the first turn begins, the player who is taking the first turn moves their units first.'

Codex: Chaos Space Marines, **page 160** – Forward Operatives
Change this Stratagem to read:
'Use this Stratagem when you set up an **Alpha Legion Infantry** unit from your army during deployment. At the start of the first battle round but before the first turn begins, you can move that unit up to 9". It cannot end this move within 9" of any enemy models. If both players have units that can move before the first turn begins, the player who is taking the first turn moves their units first.'

Codex: Adeptus Mechanicus, **page 98** – Clandestine Infiltration
Change this Stratagem to read:
'Use this Stratagem when you set up a **Stygies VIII** unit from your army during deployment. At the start of the first battle round but before the first turn begins, you can move that unit up to 9". It cannot end this move within 9" of any enemy models. If both players have units that can move before the first turn begins, the player who is taking the first turn moves their units first.'

Codex: Craftworlds, **pages 91 and 94** – Illic Nightspear and Rangers, Appear Unbidden
Change the last sentence of this ability to read:
'At the end of any of your Movement phases, this unit can emerge from the webway – set this unit up anywhere on the battlefield that is more than 9" away from any enemy models.'

Codex: Craftworlds, **page 123** – Shiftshroud of Alanssair
Change the last sentence of this ability to read:
'At the end of any of your Movement phases, this unit can emerge from the webway – set this unit up anywhere on the battlefield that is more than 9" away from any enemy models.'

Codex: Tyranids, **Page 110** – Sporocyst, Bombardment Organism
Change this ability to read:
'When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9" from the enemy deployment zone and any enemy models.'

Index: Xenos 1, **page 79** – The Yncarne, Inevitable Death
Change the first sentence of this ability to read:
'When you set up the Yncarne, it can be set up in waiting rather than on the battlefield.'

Imperial Armour – Index: Xenos, **Page 18** – Meiotic Spores, Outriders of the Swarm
Change this ability to read:
'When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9" from the enemy deployment zone and any enemy models.'

New Beta Matched Play Rules

We are also introducing the following two new beta matched play rules: Prepared Positions and Tactical Restraint. As with our previous beta matched play rules, do let us know what you think.

Prepared Positions is a Stratagem that is available to the player who has the second turn in the game. Often, taking the first turn gives a player a distinct advantage, enabling them to target and shoot their opponent's units before they can react. This Stratagem gives the player who has the second turn a chance to better weather that storm.

Tactical Restraint is a new rule that limits the rate at which Command Points can be regenerated throughout the battle via Warlord Traits, relics, etc. With the increase to the total number of Command Points available to all armies that we introduced in the Spring update – which increased the number of Command Points that Battalions and Brigades gave a player – these types of rules were made commensurately better. This matched play rule attempts to correct this, ensuring that your pool of Command Points remains a precious resource.

PREPARED POSITIONS

The player who has the second turn in the first battle round has access to the following Stratagem:

2CP

PREPARED POSITIONS
Stratagem

Use this Stratagem at the start of the first battle round, before the first turn begins. Until the end of the first turn, all units from your army that are wholly within your Deployment Zone, other than TITANIC units, receive the benefit of cover, even while they are not entirely on or in a terrain feature. A unit that is already receiving the benefit of cover gains no additional benefit from this Stratagem.

TACTICAL RESTRAINT

There are several Warlord Traits, Relics and abilities that give you a chance to gain or refund Command Points when you or your opponent either use a Stratagem or spend Command Points to use a Stratagem. In matched play games, each player can only gain or have refunded a total of one Command Point per battle round as the result of such rules, regardless of the source.

This does not apply to the Moment Shackle or the Seven-fold Chant abilities, or to or the Player of the Twilight Warlord Trait – in these cases, the ability/Warlord Trait can refund or gain the player more than 1 Command Point if the Stratagem used cost 2 or more Command Points to use, but once any Command Points have been gained as a result of the rule neither it, nor any similar rule, can be used to gain any more Command Points until the next battle round. Also note that this does not apply to Command Points that are gained or refunded as specifically instructed on Stratagems (e.g. Feeder Tendrils, Agents of Vect, etc.).

Interim Balance Review

Further to the above matched play rules, we have decided to make a number of small errata to enhance the balance of Warhammer 40,000, based on community feedback. As errata, these are effective immediately, and detailed below.

STRATAGEMS
The Warp Surge Stratagem appears to be too effective, enabling a potential invulnerable save of 2+. As a result, we are making a small change to this Stratagem. This change appears in the *Codex: Chaos Daemons* errata, but is shown below for convenience.

Codex: Chaos Daemons, **page 126** – Warp Surge
Change the rules text of this Stratagem to read:
'Use this Stratagem at the start of any phase. Select a unit of **Daemons** from your army; until the end of the phase, you cannot re-roll saving throws for this unit, but its invulnerable save is improved by 1 (to a maximum of 4+).'

The following Stratagems appear to be too effective. As a result, we are increasing their Command Point cost by 1 each. These changes appear in the respective errata documents, but are shown below for convenience.

Codex: Blood Angels, **Page 136** – Upon Wings of Fire
Change the Command Point cost of this Stratagem to 2CP.

Codex: Imperial Knights, **Page 109** – Oathbreaker Guidance System
Change the Command Point cost of this Stratagem to 3CP.

Codex: Imperial Knights, **Page 111** – Order of Companions
Change the Command Point cost of this Stratagem to 3CP.

Codex: Imperial Knights, **Page 111** – Our Darkest Hour
Change the Command Point cost of this Stratagem to 3CP.

Codex: Drukhari, **Page 120** – Agents of Vect
Change the Command Point cost of this Stratagem to 4CP.

Note also that the Agents of Vect Stratagem has received an errata. This change appears in the *Codex: Drukhari* errata document, but is shown below for convenience.

Codex: Drukhari, **Page 120** – Agents of Vect
Change the final sentence of this Stratagem to read:
'This Stratagem cannot be used if there are no **Kabal of the Black Heart** units from your army on the battlefield, and cannot be used to affect Stratagems used 'before the battle' or 'during deployment'.'