THE GENERAL STAFF'S

RULES OF ENGAGEMENT

VERSION 8.5
AUGUST 6, 2018

GW and FW FAQs

Unless specifically and expressly contradicted by the Rules of Engagement, all rulings, changes, etc. from current Games Workshop and Forge World FAQ documents are in effect at events run by The General Staff.

Extension to Forge World Units

Changes to units, wargear, and rules in official Games Workshop publications (including FAQs, Codexes, and other rules publications) will be automatically extended to their Forge World counterparts.

Command Re-Roll Stratagem

Simultaneous Rolls

In any situation where players are simultaneously rolling against one another (e.g., determining who places the first objective marker, determining who gets the first turn; the *Mind War* psychic power, etc.), the player who would "lose" the roll should decide whether to use the stratagem first. The other player may wait to see the outcome of this re-roll before deciding whether or not to invoke the stratagem.

In some situations, the player who would "win" may want to re-roll (e.g., to improve the result of a successful *Mind War)*. The other player may wait to see the outcome of this re-roll before deciding whether or not to invoke the stratagem.

No player forfeits or otherwise loses their opportunity to invoke the stratagem until both players have decided to accept the contest in its current state. Under no circumstances may a player re-roll a die in a contested roll more than once.

Faction and Sub-Faction Stratagems

Access to Codex-specific stratagems is governed by the specific rules in each Codex.

Access to sub-faction-specific stratagems requires that the player have at least one detachment from that specific sub-faction.

*Example: A player with a single Battalion composed of units from Codex: Craftworlds with different <Craftworld> Faction Keywords ay use any of the **Craftworld Stratagems** in Codex: Craftwords. That player does not gain access to any of the sub-faction stratagems (e.g., any **Saim-Hann Stratagem**), because they only have a Craftworld Detachment.*

*Example 2: A player with a single Battalion composed of units from Codex: Craftworlds, all of which have the ALAITOC Faction Keyword may use any of the **Craftworld Stratagems** in Codex: Craftworlds, as well as any **Alaitoc Stratagems** in Codex Craftworlds. They may not use any other <Craftworld>-specific stratagems (e.g., **Saim-Hann Stratagems**) if this is their only detachment.*

Army Lists for Events

For events using these Rules of Engagement, your army list must specifically identify:

- Your Warlord;
- The Warlord Trait*;
- The Psychic powers for each psyker; and
- The "free" Relic (if any) provided by your Warlord's Codex.

Additional Relics (e.g., from the *Relics of the Chapter* Stratagem) and other pre-game changes to your list (e.g., the *Banner of Blood* Stratagem from Codex: Chaos Daemons) do not need to be recorded on your roster. However, you must announce any such changes to your opponent before deployment, note the results/effects of each on your army roster, and adjust your starting Command Point total accordingly.

* The exception is for Chaos Space Marine warlords who select the Alpha Legion Warlord Trait, "I am Alpharius." In that instance, you must specify "I am Alpharius" as your Warlord Trait, but you then follow the rules for that trait and randomly generate an additional trait at the beginning of each game. You should do this before exchanging lists with your opponent.

EVENT RULES

Cover Addendum

The General Staff has modified the rules for determining if a target unit receives the benefit of cover for being obscured. The rule that is in effect for events using these Rules of Engagement is:

<u>All</u> units gain the benefit of cover so long as EVERY MODEL in the unit being targeted is <u>at least 50% obscured</u> from the point of view of ANY firing model. Target models may be obscured <u>any</u> source, including terrain features and other models <u>except for models in the firing unit</u>.

This expressly overrules the ruling of the Warhammer 40,000 Rulebook FAQ requiring non-Infantry models to be on or within terrain to claim a cover benefit by being obscured.

Vertical Movement

Models without the FLY keyword must pay for all vertical movement during movement in any phase.

Example: Your Tactical Space Marine wants to move across a wall that is 2" high. He must move into contact with the wall, move 2" up the wall, move across the top of the wall, and then move 2" down the wall.

Wobbly Model Syndrome

A model may only move into a position where its entire base will fit.

"Wobbly Model Syndrome" ("MWS") only applies if a model is able to be legally placed in a position, but where it would not be stable or safe to leave it in that position.

MWS may NOT be invoked to allow models to stand on top of terrain which will not accommodate the model's actual base. If the model's base will not legally fit in the available space (including on the upper level of a ruin), the model cannot be placed there.

The exception to this is with the "stepped hills" type terrain at use at events. Hills are considered to be part of the table and are "open ground". Models may invoke MWS even if they cannot fit their entire base onto a stepped hill.

SPECIFIC ISSUES

Core & Matched Play Rules

What is a D3? A D3 is not a modification to a normal die (D6) roll. All modifiers (re-rolls, modifiers, etc.) made to a D3 occur <u>after</u> the natural result of the D3 has been determined.

Example: A player has an ability that lets them re-roll results of 1 on a D3. The player rolls a D6 to determine the result of the D3. That player may re-roll results of 1 or 2 on the D6, because those results must be "converted" to the result of the D3 before any other rules interaction may occur.

Sequencing of Events Outside of a Game Turn – In the event that the order of events must be determined outside of a player's turn (e.g., "At the beginning of a Battle Round, but before the first player's turn"), the players will roll off with the winner determining which player's sequenced event will occur first. If there are more than two such events, players will then alternate resolving each event until all are completed.

Shooting Phase – Choose Unit to Shoot With – A player may choose not to fire any limited-use weapons when he selects a model to shoot in the Shooting Phase. This includes single-use weapons (e.g., Hunter Killer Missiles, Seeker Missiles, etc.) as well as any weapons with a finite number of uses (e.g., Stormeagle Rockets).

Shooting Phase – Choose Target – For each firing model in the shooting unit, the player must announce which weapon(s) are being used to engage each target. Target units that wish to use any stratagem or other ability to react to being targeted may do so <u>after</u> the active player designates all targets from the firing unit and the weapon(s) being used against those targets.

Heroic Intervention – A player need not declare a charge or move any models during their Charge Phase in order for their opponent to declare a Heroic Intervention.

You may declare a Heroic Intervention with any eligible character. To be eligible, the character must be within 3" of <u>any</u> enemy unit at the end of your opponent's Charge Phase.

Units in Transports – Units embarked in transports are not on the table and do not have any status other than that provided by being a unit embarked on a transport.

This includes, but is not limited to, status as "moving" (or "not moving") regardless of whether the transport they are embarked within moves or remains stationary.

Wargear -- Players must pay for all wargear and weapons equipped on any model in their army list. This includes all weapons and wargear which is not optional and/or which is listed in the "Abilities" section of the unit's Datasheet.

Specifically, this includes the Spirit Stones on a Hemlock Wraithfighter and the Forceshield on an Autarch.

"On the battlefield" and Transports – A model is not considered to be "on the battlefield" while embarked in a Transport. It may not use any ability that requires it to be "on the battlefield" unless that ability specifically allows it to be used while embarked on a transport.

"Bodyguard" Abilities – Models or units with abilities which allow them to redirect one or more unsaved wounds to themselves (e.g., Tau Drone "Savior Protocols," Astra Militarum Ogryn Bodyguard, "Bodyguard," Space Marine Honor Guard, "Honor Guard" abilities) need only make one roll to redirect the entire effect of a single successful wound roll. They do not need to make a separate roll per point of damage redirected from a single attack.

Space Marines

Only in Death Does Duty End (Stratagem) -- This stratagem may only be used on Roboute Guilliman immediately before being removed from play. That is, Guilliman is only a valid target for this stratagem if he has failed the roll for his Armour of Fate ability or has been reduced to 0 wounds for the second time.

Adept of the Codex (Warlord Trait) – Players may NOT recover Command

SPECIFIC ISSUES

Points spent on pre-deployment Stratagems (e.g., Relics of the Chapter).

Colossal Flyer (Ability) – Do not use this ability when determining whether it is the closest model. Only use the base of the model for determining if it is the closest model. This includes abilities and powers that target the closest model (e.g., Smite) as well as determining if a unit with the CHARACTER keyword is closer to a firing model during the "choose a target" step of the Shooting Phase.

Astra Militarum

Grand Strategist (Warlord Trait) -- Players may NOT recover Command Points spent on pre-deployment Stratagems (e.g., Imperial Commander's Armoury)

Kurov's Aquila (Heirloom of Conquest) – Players may NOT gain Command Points spent by their opponent on pre-deployment Stratagems (e.g., Relics of the Chapter.)

Augmented Mount (Ability) – Units with this ability (Death Korps Death Rider units) may not use it against Mortal Wounds.

Grav Chute Deployment (Ability) – Units which disembark via the Grav Chute Deployment special rule (e.g., on the Valkyrie) must be placed within 3" of the vehicle's base at any point along the vehicle's flight path during the Movement Phase and more than 9" away from any enemy models. They may not move in that Movement Phase after disembarking using this ability.

Genestealer Cults

Unquestioning Loyalty (Ability) – Modify the ability as written to read:

Each time a GENESTEALER CULTS CHARACTER loses a wound whilst they are within 3" of any other friendly GENESTEALER CULT units, pick one of those units and roll a dice; on a 4+, the Character does not lose a wound but one model in the unit you picked (your choice) is slain.

The Unquestioning Loyalty rule is not optional.

Draconian Discipline (Warlord Trait) – The Astra Militarum Warlord Trait Draconian Discipline may benefit any friendly model (including Genestealer Cults models) when taken by a Brood Brother Warlord.

Death Guard

Silence and Death to the False Emperor (Ability) – To-hit rolls of 6+ by Mortarion using Silence generate 1 additional attack with Silence, each of which results in 3 separate To-Hit rolls.

Chaos Space Marines

Music of the Apocalypse (Noise Marines) – The model making the attack does so as if it were shooting during the Shooting Phase. This specifically includes the application of all targeting rules that restrict or otherwise limit viable targets, such as the CHARACTER keyword and targeting units which have one or more models within 1" of an enemy model. *Note: a Noise Marine is specifically allowed to use this rule to shoot at a model that is within 1" of it, but it must use its Bolt Pistol to do so.*

Fortifications

Skyshield Landing Pad – Add the following to the updated language for the Skyshield Landing Pad's "Landing Pad" rules from the Games Workshop Index Imperium 2 (v1.3) FAQ:

Players may choose to ignore the Skyshield Landing Pad's status as an "enemy model" when making Charge, Pile In, and Consolidate Moves.

Add the following to the updated language for the Skyshield Landing Pad's "Wrecked Landing Pad" rules from the Games Workshop Index Imperium 2 (v1.3) FAQ:

Any other model which cannot end its move on an upper level of a ruin is immediately destroyed.