2019 WARHAMMER 40K FAQ 1.1 7-5-2019

Most recent additions are marked in RED

1.0 TERRAIN

1.1 "Building" Defined

For the purposes of the keyword BUILDING:

A BUILDING is a model and is a part of a player's army. Terrain is not a model. BUILDING is a Keyword on models like Aquila Strongpoints.

The ATC has zero terrain pieces that should be counted as having the BUILDING keyword.

1.2 Flyers, terrain, buildings and charges

The GW FAQ does not allow a charge through a BUILDING. When charging, models with FLY do not ignore terrain. They are affected by terrain the same as other models of their type, e.g. Bike, Infantry, etc.

For absolute clarity, models that can Fly cannot move across Buildings or any terrain feature as if they were not there when charging (they must instead move up, over, down or around them as any other model would).

1.3 ATC Terrain Examples and Clarifications

Example #1

ATC uses several of these buildings throughout the event. Some are a bit smaller, some larger.
For the purpose of **assaulting,** units on top of these buildings, treat these buildings as hills and just like the ITC treats their CARGO CONTAINERS (See Below). **(Basically like a Hill)**

For the purpose of **cover**, units on top of these buildings will receive a cover save.

ITC / LVO Cargo Containers (used with permission)

Cargo Containers
We have a LOT of Cargo Containers at the LVO. Like, hundreds and hundreds of them, haha. So, it is important to be clear on how to correctly use them. We treat Cargo Containers as hills for all intents and purposes. It occasionally comes up how to complete Charge actions against models standing on them.

In the instance a model rolls high enough to make the charge, but their model won't fit on the Cargo Container, simply place the models as close as possible just as you would with a normal hill.

Example #2

Smoke Stacks and Pipe/Tube Stacks

These terrain features are common at the ATC and not intended (or designed) for models to be placed on them (typically models cannot stand on them). This means that models may move across them so long as they have sufficient movement to traverse the entire surface. Models may not start or end any type of movement on this terrain.

Smoke Stacks are not infinitely tall.

Example #3

There are several of these terrain features around the event.
The entire base of this terrain feature should be treated as a CRATER.

2.0 Dice App Usage

2.1 Approved Dice Apps

The following dice apps are the only approved apps for the ATC:

- Apple = XD6 Dice Roller
- Android = Wh40k: Dice Companion (8th Edition)

Both of these apps are free and easy to use.

- The GW Assault Dice app is NOT allowed. It has some defects that we have discovered that can lead to the app not performing correctly.

2.2 Dice App Usage Guidelines

Although we prefer that a player use actual dice, a player that has to roll a lot of dice very often in a game may use a dice app according to the following guidelines:

- A dice app should only be used in instances where 30 or more dice are being rolled at once.
- A dice app should be used minimally and should not be used by players who may only roll this many dice a few times a game. This option is here to make sure that games finish on time and armies such as Orks do not use up large amounts of time counting and sorting hundreds of dice every turn.
- If you plan to use a dice app, you should be well versed in how it works before the event.
- The app should be made visible to your opponent and the process should be made very clear to your opponent as to how the app works.

3.0 ATC FAQ

3.1 Asuryani

Q: Can you use the Seer Council Stratagem after the dice have been rolled for a psychic power?

A: No. Based on the wording of the Stratagem, it must be used before rolling the psychic test.

3.2 Daemons

Q: Is the ATC allowing summoning turn 1?

A: Yes. The April Update makes it clear the no part of the Tactical Reserves rule applies to units added to the army during battle.

Q: Can Tzaangors buy both a Brayhorn (from codex) and an Instrument of Chaos (from Index) for +2 to charge?

A: No.

Q: How do summoned daemons count for the purposes of ATC's one codex per team rule?

A: Summoned units do not take up a Codex slot. If they are included in a Detachment, rather than utilizing reinforcement points, then it does count as using the Daemons Codex.

Q: How do attacks for a C-Beam Cannon work in conjunction with the Crimson Crown?

A: For attacks made by a C-Beam Cannon from a Daemon model within range of the Crimson Crown, only the single initial attack can trigger an additional attack. The 2d6 additional hits that are applied after a model is removed will not trigger any additional attacks.

3.3 Genestealer Cults

Q: When using the stratagem, "They Came From Below" during turn 1 at the end of the movement phase to put up to 3 units back into reserves do they need to come in by turn 3 or can they come on during any turn as they were deployed during the first battle round.

A: Units using this stratagem are NOT subject to the turn 3 limit.

With that said, any GSC player that does that has to be very clear about which unit(s) are being used with that stratagem as those would be the only ones exempt. Due to potential abuse units must be CLEARLY marked and the opponent must be clearly told which units were placed into Tactical Reserves by the Stratagem. If the GSC player does not do make it clear at the beginning of the game, then any units not clearly marked will be subject to the turn 3 limit.

If available, a team coach should be a witness to this process of the GSC player telling their opponent.

The non GSC player should NOT begin the game if they are uncertain or unclear about these units and if they cannot get a clear answer, a judge should be called immediately.

Q: Would weapons/units that do not require line of sight be able to shoot a unit they cannot see if the GSC player has used the Stratagem 'Lurk in the Shadows'?

A: No. The ATC will be using the following priority when determining which rules will take precedence: Core Rules < Weapon/Unit Rules < Stratagem Rules.

3.4 Necrons

Q: Can Imotekh use "My Will Be Done" more than twice per turn?

A: No.

Q: How is ATC going to play Necron Tesla weapons when firing overwatch against units that have to-hit penalties (e.g., Plague Bearer units with 20+ models).

A: Modifiers do not apply to Overwatch attacks, therefore extra hits from Tesla will trigger on rolls of 6's regardless of modifiers.

Q: How many hits are generated for each 6 rolled when using a Tesla weapon on Overwatch?

A: 3 for each roll of a six.

Q: If you redeploy a Ghost Ark with the deceiver's Grand Illusion ability. Can the unit inside the Ghost Ark disembark and charge on the Necron players first turn?

A: No.

3.5 Space Marines

Q: Given new FAQ on Deathwatch mixed units with bikes no longer being able to be setup in reserve, does this affect homing beacons the bikes provide to the mixed unit? E.g does containing one or more bikes stop them from using homing beacon

A: No. The FAQ restricting the Teleportarium Strategem is not relevant to the Teleport Homer. Teleport Homer has the restriction of the unit needing a DW Terminator in it. There is no specific restriction to use the Teleport Homer of the unit being only Infantry.

Q: Can Datalink Telemetry be used with either of the ForgeWorld Whirlwind units (Hyperios and Scorpius) or is it limited to just standard Whirlwinds?

A: No. That stratagem does not use a keyword Whirlwind reference in the codex. Therefore, it does not apply to ForgeWorld units.

Q: For the 'Living Storm' Space Wolves stratagem, when is it activated and paid for, either before or after the "Deny the Witch" roll?

A: Living Storm is paid for prior to "Deny the Witch". Psychic powers are "successfully manifested" as soon as there is a successful psychic test. Deny does not mean the power wasn't successfully manifested. It only means the effects aren't resolved.

Q: Space Wolves: When 'Living Lightning' reduces a model to 0 wounds and that model has an 'Explode' rule that activates when it is reduced to 0 wounds. Does that model 'Explode' before 'Living Lightning' continues to chain?

A: The roll for Explosion will take place first, then Living Lightning. The roll for the Explosion occurs when a model reaches 0 Wounds, and before the model is removed., If the model was a Transport with models embarked, the models from the unit will be placed before the Transport is removed. Living Lightning triggers after the last model is removed from the initial target unit. Living Lightning may then chain to the nowdisembarked unit, if any, so long as it's the closet unit. The order of operations would be: Explosion, disembark unit, roll for slain models in disembarked unit, remove transport, Living Lighting.

3.6 T'au

Q: Does "Volley Fire" give an extra shot beyond half range?

A: No.

Q: Can a spore mine be your warlord?

A: No

4.0 General Questions

Q: If a model (for example, a Marauder destroyer) is too large to fit entirely in a deployment zone (such as Dawn of War) is it permissible for parts of the model to hang over the Deployment Zone line as long as all measurable parts (the base) are entirely in the deployment zone?

A: The model may hang over the table edge during deployment, but must otherwise be completely within the player's deployment zone with as much of the model on the table as possible. In addition, the model must move to be entirely on the table by the end of the players turn 1. If it does not, then it is destroyed.

Q: Will Index options still be legal for ATC?

A: Yes

Q: How do charging models with FLY interact with terrain?

A: Charging models with FLY do not ignore terrain. They are affected by terrain the same as other models of their type, e.g. Bike, Infantry, etc.

Q: How will ATC handle characters being closest models and weapons that ignore LOS for targeting purposes?

A: Weapons that ignore line of sight can target characters that are out of line of sight as long as they are the closest unit, barring the use of a Stratagem, such as Cloud of Flies.

Use the following priority if in doubt: Core Rules < Weapon/Unit Rules < Stratagem Rules.

5.0 ATC Wobbly Model and Charging into Terrain Clarifications

We have the following from GW FAQ:

Q: If a unit declares a charge against an enemy unit that is entirely on the upper level of a terrain feature such as a ruin, Sector Mechanicus structure, etc., but it cannot physically end its charge move within 1" of any models from that unit (either because there is not enough room to place the charging unit, or because the charging unit is unable to end its move on the upper levels of that terrain feature because of the expanded terrain rules for it – as with ruins, for example), does that charge fail?

A: Yes

ATC Wobbly Model Syndrome (WMS) Clarification/Addition:

GW is clear cut that IF "there is not enough room to place the charging unit" then they cannot make the charge. However, this GW Q&A does not address if a models base has enough room and COULD fit, but due to Wobbly Model Syndrome, should not be placed due to possible harm to the model (or other models) if it falls. In the case that WMS

applies, treat the model as if it were there as per normal WMS rules. WMS is intended to be used for balancing issues, not to allow a 60mm base to be placed on the head of a pin or precariously balanced on a 1/8" beam.

Players using models on larger bases, models that are heavily weighted to one side, are oversized, etc. are encouraged to bring a spare base with no model on it to use as a placeholder for the model in the case that these situations arise.

ATC "enough room" Clarification:

In addition, this GW Q&A does not clearly define "enough room". For CHARGING units ONLY, we define "the model fitting" or having "enough room" as:

The majority of the base of the model must be able to be placed in the space in question regardless of how the model is assembled. The base (i.e. an empty or "blank" base) must be able to be placed in a manner that there is no question that at the very least, over half of the base has a surface to be placed upon.

The general rule to use here is simple: If you would have to attempt to balance or wedge the base somewhere, then the base does NOT fit.

At all other times, models can only end their moves on surfaces large enough for their entire base.

As always, if there is a disagreement about if a models base would have room or not then a judge should be called immediately. There is no need to spend time debating over it. Our judges have all been advised as to how we intend these rules to be applied and can sort it out very quickly.

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