



WARZONE

HOUSTON'S LARGEST WARGAMING EVENT

Warhammer 40,000
Championship

10TH ED. FAQ
DOCUMENT

General FAQ:

1. When using the precision ability you can only target models that you have line of sight to, even in close combat.
2. When a rule states "that unit can ignore any or all modifiers to its characteristics and to any roll or test made for it (excluding modifiers to saving throws)" the characteristics part includes model profile and weapon characteristics. This means that attacks made with those weapons cannot be modified (no -1 to Weapon Skill, no damage modification, ...). However, feel no pain will still work against those attacks.
3. You can move through your own units at any time, not only in the movement phase, provided you have the movement to do so and are allowed to do so.
4. Models with OC 0 cannot hold an objective, even if your opponent has no models on the objective.
5. When a mission secondary requires you to select a unit that is eligible to shoot you can select a unit with an assault weapon that advanced or a pistol weapon while in engagement range.
6. When allocating Precision attacks to a unit with multiple leaders, the defending player selects who they're taking the saves on and allocating damage to.
7. You can use a stratagem to target a unit that is off the table e.g. in reserves, and abilities can be used while in reserves as long as they don't need line of sight, or be within a certain range.
8. When setting up from deep strike or reserves / strategic reserves, you are considered to be ending a normal move.
9. You can disembark from a transport that has arrived from reserves / strategic reserves in the same movement phase.
10. There are units within the game that have the ability to be removed from the table, and then in the following turn be repositioned. If the ability or rule being used does not specify that you enter either Reserves, or Strategic Reserves (both of which have specific rules that govern how they arrive which override the stratagem if they would arrive earlier on the battlefield) or how you place the unit, they are treated as Reserves units, and are exempt from the restrictions placed on first, fourth or fifth battle round.
11. Abilities that allow you to split a unit when declaring them as embarked in a transport (such as the Venom's and Immolator's abilities) can only be used once per transport, per unit. You are forming 2 completely new units a starting strength of their current unit size at the point the rule is used.
12. Just after the last model of the bodyguard unit is destroyed, the attached character(s) immediately become single units for all rule purposes.
13. Not all redeploy abilities are made equal. Depending on the wording of the redeploy ability, it can be just after deployment, or after the roll to see who goes first, please refer to the wording of your redeploy ability. This fits within the designer commentary of being done after both players have deployed and before the first turn begins.
14. When several rules would occur at the same time, the active player chooses the order in which those rules happen, this is called sequencing, see page 9 of the core rules. If there would be several rules or

abilities that need to be resolved "Just After" something has happened, and several abilities that would happen "After" something has happened, you need to resolve all of the "Just After" effects before moving on to the "After" effects. This means that if you have an ability that would trigger after a unit has shot, and your opponent has an ability that would trigger "Just After" a unit has shot, that would be resolved first, and then your "After" ability would be resolved. Ensure that all of the abilities or rules that were triggered by the previous interaction are resolved before moving on with the rest of the turn. It's very important to ensure that you differentiate between the two timings of abilities in this case. This may be confusing when there are several interactions that would happen at the same time and so if needed call a judge to the table.

15. Abilities that instruct your opponent to increase the CP cost of a stratagem by 1 (such as Kairos Fateweaver's One Head Looks Back and Reign of Confusion from the Callidus Assassin) do not keep stacking from the same ability. If you increase a 1 cp cost stratagem by 1 it becomes 2 cp for the rest of the battle unless modified further by other rules or abilities.
16. Units that started the first turn on the battlefield and are being repositioned via a rule like Teleport Assault where there is no specific mention of the unit entering any form of reserves are eligible to enter the battle during the first turn.