

WARHAMMER 40,000

THE BIG FAQ 1 2018

Finalised Matched Play Rules

The following two matched play rules were introduced as beta versions back in December 2017. Based on the feedback we've received since then, we have made a few changes to the Psychic Focus rule to prevent it disproportionately affecting Grey Knights and Thousand Sons armies. These rules are now the final form of these two matched play rules.

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

Following feedback, we are introducing two new beta matched play rules – Tactical Reserves and Battle Brothers. As with our previous beta matched play rules, do let us know what you think.

TACTICAL RESERVES

The beta version of Tactical Reserves updates an existing matched play rule presented in the *Warhammer 40,000* rulebook. The ability to arrive on the battlefield mid-game has always been 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. The original wording restricts the number of units that can do so to half your army, but the intent was ‘half of your army’s strength’, so we have further clarified this to be half the power of your army. Even so, armies that use a heavy proportion of ‘reinforcement units’ are dominating many gaming tables, often decimating their foes on the first turn before their opponent has had a chance to move any of their own models. We therefore felt it necessary to reign in the power of these abilities, and so during the first battle round, such units can only be set up within their own deployment zone. This means that to be most efficient, such units may want to wait until the second battle round. Note that we have not applied this restriction to Genestealer Cults or abilities and Stratagems employed by armies such as Raven Guard – the opportunity to deploy units en masse after deployment is a central part of the design of these armies.

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 Reserve, 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 Power Ratings 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 Power Level, even if every unit in your army has an ability that would allow them to be set up elsewhere.

Furthermore, in matched play games, any unit that arrives on the battlefield during a player’s first turn must be deployed wholly within the controlling player’s deployment zone (even if its ability would normally let it be set up anywhere). This does not apply to a **GENESTEALER CULTS** unit that is being set up according to the Cult Ambush ability, or to units that are set up after the first battle round has begun, but before the first turn begins (such as those set up via the Forward Operatives or Strike From the Shadows Stratagems).

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.

BATTLE BROTHERS

The beta version of Battle Brothers is a brand new matched play rule we’d like to test. When we originally wrote this edition of Warhammer 40,000 we wanted to make sure that your army could include appropriate allies. For example, in an Imperium army, Imperial Guardsmen and Space Marines should be able to fight side-by-side, and in a Chaos army Chaos Space Marines should be able to burn the galaxy alongside their daemonic minions. The rules for what units could be included in each Detachment were therefore very relaxed, but this has since led to some very ‘mixed’ Detachments that include units from far more Factions than we originally envisioned. We feel that these esoteric mixed Detachments are far better suited to narrative or open play, and so we have decided to trial this rule for matched play games. This means that you can still include appropriate allies, but now they might need to be included in a different Detachment. There are a few units in certain Index books that would be difficult to include in a matched play army following these restrictions, so we have written errata to enable players to more easily include these units in their army. These changes appear in the appropriate FAQ and Errata documents, but are shown below for convenience.

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.

Related Errata

Index: Imperium 1 Page 87 – Damned Legionnaires, Abilities

Add the following ability:

‘Saviours From Beyond: As long as your Warlord is from the **IMPERIUM**, you can include this unit in a Vanguard Detachment even if that Detachment contains no HQ units. However, if you do so, that Detachment’s Command Benefits are changed to ‘None.’

Index: Imperium 2 Pages 110 and 111 – Prosecutors, Vigilators, Witchseekers and Null-Maiden Rhino, Abilities

Add the following ability:

‘Null Maidens: So long as your Warlord is from the **IMPERIUM**, you can include this unit in a Vanguard Detachment even if that Detachment contains no HQ units. However, if you do so, that Detachment’s Command Benefits are changed to ‘None.’

Index: Imperium 2 Pages 114 and 115 – Vindicare Assassin, Callidus Assassin, Eversor Assassin and Culexus Assassin, Abilities

Add the following ability:

‘Execution Force: So long as your Warlord is from the **IMPERIUM**, you can include this unit in a Vanguard Detachment even if that Detachment contains no HQ units. However, if you do so, that Detachment’s Command Benefits are changed to ‘None.’

Index: Xenos 1 Page 76 – Army of the Reborn

Replace this paragraph with the following:

‘If your army is Battle-forged and the Warlord of your army is either Yvraine, the Visarch or the Yncarne then you can include any of these models in any Craftworlds, Harlequins or Drukhari Detachment (as defined in their respective codexes), provided that the Detachment does not include any of the following: Urien Rakarth, Drazhar, Mandrakes, the Avatar of Khaine or any <**HAEMONCULUS COVEN**> units. You can include these models in the Detachment even if you are using the Battle Brothers matched play rule.

If Yvraine, the Visarch or the Yncarne is included in a Detachment, all **AELDARI** units in that Detachment gain the **YNNARI** keyword. These units cannot use any of the following abilities, and are not considered to have them: Ancient Doom, Battle Focus, Rising Crescendo, Power From Pain. Instead, **YNNARI INFANTRY** and **BIKER** units gain the Strength from Death ability, as described below. The Detachment is still considered to be a Craftworlds, Harlequins or Drukhari Detachment, and so can use Craftworlds, Harlequins or Drukhari Stratagems, Warlord Traits and Relics respectively. Note that these units will not, however, gain any of the Detachment abilities listed in their respective codexes (such as The Path of War, Craftworld Attributes, Masque Forms, Drukhari Obsessions, 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.

DETACHMENT COMMAND BENEFITS

When creating a Battle-forged army, the Battalion and Brigade Detachments are seen as not offering enough command points for the number of units you must include. As a result, we will increase the Battalion Detachment's Command Benefits to +5 Command Points and the Brigade Detachment's to +12 Command Points. These changes appear in the *Warhammer 40,000* rulebook errata, but are shown below for convenience.

Related Errata

Warhammer 40,000 rulebook Page 243 – Battalion Detachment, Command Benefits
Change this Detachment's command benefits to read '+5 Command Points.'

Warhammer 40,000 rulebook Page 243 – Brigade Detachment, Command Benefits
Change this Detachment's command benefits to read '+12 Command Points.'

TIDE OF TRAITORS

The Tide of Traitors Stratagem appears to be too effective. As a result, we are changing it so it can only be used once per battle. This change appears in the *Codex: Chaos Space Marines* errata, but is shown below for convenience.

Related Errata

Codex: Chaos Space Marines Page 159 – Tide of Traitors
Add the following sentence:
'You can only use this Stratagem once per battle.'

WORD OF THE PHOENIX

The *Word of the Phoenix* psychic power appears to have too low a warp charge value for its effectiveness. As a result, we are increasing its warp charge value to 8. This change appears in the *Index: Xenos 1* errata, but is shown below for convenience.

Related Errata

Index: Xenos 1 Page 76 – Revenant Discipline, Word of the Phoenix
Change the first and second sentences to read:
'Word of the Phoenix has a warp charge value of 8. If manifested, select one of the following friendly units within 18" of the psyker that has not made a Soulburst action this turn: an **YNNARI INFANTRY** unit, an **YNNARI BIKER** unit or the Yncarne.'

ABILITIES WHICH IGNORE WOUNDS

Some units have abilities that allow them to ignore damage suffered, and it is possible for some units to gain more than one such ability. These abilities have stacked in an unintended way, and as a result we have changed their interaction such that if a model has more than one such ability you will now only be able to use one of them against each lost wound. This change appears in the *Warhammer 40,000* rulebook errata, but is shown below for convenience.

Related Errata

Warhammer 40,000 rulebook Page 181 – Ignoring Wounds
Add the following as a boxout on this page:

Ignoring Wounds

Some units have abilities that allow them to ignore the damage suffered each time it loses a wound (e.g. Disgustingly Resilient, The Flesh is Weak and Tenacious Survivor). If a model has more than one such ability, you can only use one of those abilities each time the model loses a wound.'

ORGANISED PLAY

While the Organised Events table on page 214 of the *Warhammer 40,000* rulebook already restricts the number of Detachments players can include in their army, this does not currently do enough to encourage players to take diverse armies when attending events following these guidelines. As such, we have added an extra column to this table that limits the number of times the same unit can be included in an army when attending an organised event. This change appears in the *Warhammer 40,000* rulebook errata, but is shown below for convenience.

Related Errata

Page 214 – Organised Events

Replace this boxout with the following:

ORGANISED EVENTS

If you are using matched play for an organised event such as a tournament, we suggest using the table below. As well as a helpful guide to the size of the battlefield and game length, the number of Detachments each player can take in their army is restricted, as is the number of times a player's army can include a particular datasheet. Of course, if you are organising such an event, you should feel free to modify these guidelines to better suit your event's own needs, schedule, etc. You can only include the same datasheet in a Battle-forged army up to a maximum number of times, depending upon the points limit for that game, as described below.

ORGANISED EVENT GUIDELINES

POINTS LIMIT	NUMBER OF DETACHMENTS	NUMBER OF TIMES EACH DATASHEET CAN BE INCLUDED*	BATTLEFIELD SIZE	GAME LENGTH
Up to 1,000	Up to 2 per army	Up to 2 per army	4' x 4'	Up to 2 hours
1,001-2,000	Up to 3 per army	Up to 3 per army	6' x 4'	2 to 3 hours
2,001-3,000	Up to 4 per army	Up to 4 per army	8' x 4'	3 or more hours

** This does not apply to units with the Troops or Dedicated Transport Battlefield Role, nor does it apply to any units that are added to your army during the battle that cost reinforcement points.*

Interim Points Review

Whenever we publish a new edition of *Chapter Approved*, or a new codex, we review, update and fine-tune the points values of all our datasheets. Following your feedback, several units in particular have come to our attention as needing a point rebalance and we felt that it would be best to publish these revised values as soon as possible. As a result, if the points for a unit appears in one of the tables below, they replace those that appear in any book published before April 2018. These updated values also appear in the *Chapter Approved 2017* errata and will be published in *Chapter Approved 2018*, alongside the comprehensive annual review of all point values.

ASTRA MILITARUM UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Commissar	1	15
Lord Commissar	1	30

ASTRA MILITARUM NAMED CHARACTERS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Sly Marbo	1	65

CHAOS DAEMONS UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Feculent Gnarlmaaws	1-3	85

CRAFTWORLDS UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Dark Reapers	3-10	12
Farseer	1	110
Spiritseer	1	65
Warlock	1	55
Warlock Conclave	2-10	45

DARK ANGELS UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Ravenwing Dark Talon	1	180

SPACE MARINES NAMED CHARACTERS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Roboute Guilliman	1	400

TYRANIDS UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Biovores	1-3	50
Hive Tyrant with Wings	1	190

ADEPTUS ASTARTES UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Fire Raptor Gunship	1	280

DEATH KORPS OF KRIEG UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Death Korps Commissar	1	15
Death Korps Death Rider Commissar	1	35

EYRINE CULTS UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Chaos Fire Raptor Assault Gunship	1	280