

### Additions

1. The new **Imperial Guard FAQ** is in effect. The key implication of this FAQ is that Imperial Guard Orders cannot be issued to non-Imperial Guard Models. (pg 2, Q1 under Witchhunters, Daemonhunters, and the Imperial Guard.)
2. The New **Space Wolves Codex** is **not** allowed for the Warmaster's Challenge. It would simply be unfair to allow players to use a codex that will not be released officially until one week after the event has taken place.
3. To be clear, no rules from any **Apocalypse/Imperial Armour** publication are permitted.
4. In scenario 2, units inside a transport may sabotage the markers.
5. In scenario 2, an army may not use the same objective to have one unit gain a control point while another unit sabotages the marker in the same turn.
6. The September 3 Q&A #2 question has been clarified slightly. Only some HQ units now take up a full slot – those listed in #2 do take up full slots. However, retinues, warlock squads, command squads, honour guards, etc do not occupy full HQ slots. My apologies for any inconvenience or confusion this may have caused any team.

### Scenario Changes:

1. The term Scoring Units is now used instead of Troops for claiming objectives
2. Scenario 2 and Scenario 3 have been switched in order.
3. In what is now Scenario 2 (formerly 3) only units with a Weapon Skill value can *sabotage* the markers.
4. Objective markers must be at least 25mm in size and not greater than 40mm in size.
5. Objective markers must be placed on the "ground" level of the table
6. Scenario 2 – units in a transport may sabotage
7. The reference to turn is player turn, not game turn

### Q & A

1. Dual **Codex: Space Marines** armies total the number of drop pods for the combined army and drop the normal number - one half rounding up – for Drop Pod Assault.

In mixed Armies with Codex: Space Marine Drop Pods and other Space Marine Drop Pods (Dark Angels, Blood Angels, etc), the Codex Marine half follows its rules, while the others follow their codex rules.

**NOTE:** This ruling also applies to other armies with first turn deep striking elements, such as Daemons and Deathwing Assault.

2. HQ Selections. Each army is only allowed one HQ. Some HQ selections that normally do not take up a slot now do so. Armies that might be forced to take up more than one HQ are reduced to one. They are the following:
  - a. **Codex: Chaos Space Marines:** The Greater Daemon selection takes up a slot.
  - b. **Codex: Black Templar:** The Emperor's Champion selection takes up a slot
  - c. **Codex: Space Wolves:** Only one HQ is allowed.
3. **Codex: Chaos Space Marines.** Lesser daemons occupy a full troop slot.
4. **Rites of Battle.** Any army that has access to the *Rites of Battle* special rule can use it if a HQ from the other player's army has *Rites of Battle*.

For example, a Blood Angels player takes a commander with Rites of Battle. His partner's marines with Codex: Space Marines can use the ability because *Rites of Battle* is available to Codex: Space Marines through Cato Sicarius.

5. Vehicles with the Scout or Infiltrate ability (and thus outflank) do not lose the ability when boarded by units without Scout/Infiltrate.
6. **Black Templars.** If a dual Black Templars army fields two Emperor's Champions, the following rules apply:
  - a. Each Champion must purchase a vow.
  - b. At the start of each game, the team declares which vow will be in effect for the entire army.
7. Chaos Daemons may use icons held by units from Codex: Chaos Space Marines. They are not forced to use them, as Lesser Daemons are required to, but may use them to avoid scatter.
8. The Eldar psychic power Doom can be used by non-eldar units, as there is no limiting factor restricting its effect to eldar units
9. The Eldar psychic powers Guide and Fortune can only be used by Eldar, as there is a limiting factor in their description.
10. Imperial Guard Advisors, such as the astropath, affect other armies, as there is no limitation in the language.