

CORE RULES

Core Rules - 19.0 Strike-first and Strike-last

Q: Once all units that do not have STRIKE-LAST have fought, what player picks the first STRIKE-LAST unit to fight?

A: Continue alternating from who picked the last unit.

Unlike the transition from STRIKE-FIRST units to normal units, the STRIKE-LAST fights do not automatically start with the active player. While the glossary claims this to be the case, this is a discrepancy in the glossary, which is explicitly stated to come secondarily to the core rules.

ADVANCED RULES

Advanced Rules: Terrain

Q: Can multiple HEROES use the 'Activate Place of Power' ability derived from the same terrain feature?

A: Yes.

The HERO is using the ability, not the terrain feature. While the Rules of One apply here stopping any given HERO from using the ability more than once, they do not prevent different HEROES from each using it.

Advanced Rules: Magic

Q: If a spell is unbound, and then a reaction is used that raises the roll above what was rolled for the unbind, is the spell still unbound?

A: Yes.

Reactions alternate starting with the active player, and 'Unbind' applies the unbound condition immediately as it resolves. For example, if a player casts a spell with 'Magical Intervention' and the roll is high enough to meet the casting value, their opponent can try to unbind it before the caster has the chance to use 'Coatl Familiar' to add to the casting roll.

Lumineth Realm-lords

Q: When measuring to/from the Shrine Luminor, where should I measure from?

A: Measure from the closest point on the shrine (not the 'footprint'). Note that combat range is measured horizontally (and extends infinitely vertically), while other distances should be measured directly. In edge cases, this can lead to a unit being outside of 3" of the shrine while being within combat range of it, letting for example a Vampire Lord teleport directly into combat with it.

When measuring distances to an object without a base, the Core Rules state to measure from the closest point on the model.

Stormcast Eternals

Q: Can a unit use the 'Ruinaton Chamber' ability to attempt to ignore 'Covering Fire'?

A: Yes.

'Covering Fire' is a non-CORE ability that targets your unit, and therefore eligible to use 'Ruinaton Chamber' as a reaction for.

Nighthaunt

Q: Can wards be rolled for damage points allocated by Reikenor's 'Corpse Candles'?

A: No.

'Corpse Candles' does not inflict damage - it allocates damage points directly to the unit. This is similar to many 'bodyguard' abilities and bypasses the damage sequence.

Ironjawz

Q: If a unit starts and ends a move within range of a terrain piece affected by 'Get Em Gork', will it take 2D3 mortal wounds?

A: Yes.

The ability triggers whenever you start a move or end a move. If you do both, it will trigger twice.

Disciples of Tzeentch

Q: Can a unit of Blue and Brimstone Horrors go above its normal starting size? For example, if an unreinforced unit of Horrors contains nine brimstones and one blue, can it use 'Rally' to bring back additional Blue Horrors?

A: Yes.

As stated on their warscroll, Blue and Brimstone Horrors have a cap on each horror type. An unreinforced unit can contain up to 10 blues and 10 brimstones.

Skaven

Q: If a unit retreats directly 6" away from the unit it is in combat with using the 'Scurry Away' ability, can that unit target it with attacks when it piles in?

A: No.

Units that are "base to base" are close to, but are not quite, 0" apart (0" would be an overlap, which is illegal). Retreating 6" back and then their 3" pile in will bring them just barely outside 3" of the unit that retreated.