

RULES TERMS GLOSSARY

This glossary contains a number of terms that you will encounter within this book and in supplementary products, such as Codexes. These are intended to provide precise definitions to aid in resolving some of the more complex rules interactions that may arise, and players should feel under no onus to memorise this list.

Active player: The active player is the player whose turn is currently taking place.

Advances/Advanced: If a unit makes an Advance in its controller's Movement phase, until the start of that player's next Command phase, that unit, and every model in it, is said to have Advanced.

Against (an attack): When making an attack, if a saving throw is made, that saving throw is said to be made against that attack.

Armour saving throw: An armour saving throw is a saving throw made using a model's Save characteristic (pg 202).

Army: A player's army consists of every model in their army roster and any models added to it over the course of the battle.

Army Faction: An army's Army Faction is a single Faction keyword shared by every unit in that army (pg 245).

Attack: An attack is either a ranged attack or melee attack depending on which type of weapon is used to make it.

Attack's characteristics: When resolving an attack made with a weapon, that attack is considered to have the same characteristics and abilities as that weapon. If any changes are made to the characteristics or abilities of an attack, those changes do not apply to the weapon it is made with, nor do they apply to any other attacks made with that weapon.

Attacker/Attacking unit: When resolving an attack, the model making the attack is the attacker and that model's unit is the attacking unit.

Attacking with a weapon: When resolving an attack made with a weapon by a model, that model is said to be attacking with that weapon.

Aura: A rule that is classified as an aura can affect multiple models or units that meet its criteria and are within a set distance of the model it is on (including that model itself). If a model is within range of multiple auras with the same name, it can only be affected by one of those rules at any one time (pg 202).

Automatically hit: If an attack automatically hits, the hit roll is automatically successful.

Automatically passes: See 'Automatically successful'.

Automatically successful: If a roll is automatically successful, do not roll any dice. If a hit roll is automatically successful, move straight to the wound roll. If a wound roll is automatically successful, move straight to the allocation of that attack. If a Morale test for a unit is automatically successful, no models flee and Combat Attrition tests are not taken for that unit. If the Combat Attrition tests taken for a unit are automatically successful, no models flee that unit as a result of those tests. Any rules that take effect on a particular dice result or roll result do not take effect if the roll they refer to is automatically successful.

Automatically wound: If an attack automatically wounds, the wound roll is automatically successful.

Battle round: Each battle round is made up of two turns, yours and your opponent's (pg 204).

Battle-forged CP bonus: In a player's Command phase, if their army is Battle-forged, they gain 1 Command point (pg 205).

Bearer: The bearer of a weapon, or a Relic that replaces a weapon, is the model that is equipped with it. The bearer of any other piece of

wargear, or a Relic that does not replace a weapon, is the model that has it.

Can Fly: Refers to any model or unit that has the **FLY** keyword.

Improving WS, BS and Sv characteristics: When improving a WS, BS or Sv characteristic, subtract the appropriate amount from the number before the plus sign. For example, improving a WS of 3+ by 1 would result in a WS of 2+.

Reducing WS, BS and Sv characteristics: When reducing a WS, BS or Sv characteristic, add the appropriate amount to the number before the plus sign. For example, reducing a WS of 3+ by 1 would result in a WS of 4+.

Improving an AP characteristic: When improving an AP characteristic, subtract the appropriate amount from the characteristic. For example: improving an AP of -1 by 1 would result in an AP of -2; improving an AP of 0 by 1 would result in an AP of -1.

Reducing an AP characteristic: When reducing an AP characteristic, add the appropriate amount to the characteristic, to a maximum of 0. For example: reducing an AP of -1 by 1 would result in an AP of 0; reducing an AP of 0 by 1 would result in an AP of 0.

Improving an invulnerable save: When improving an invulnerable save, subtract the appropriate amount from the number before the plus sign. For example, improving an invulnerable save of 3+ by 1 would result in an invulnerable save of 2+.

Reducing an invulnerable save: When reducing an invulnerable save, add the appropriate amount to the number before the plus sign. For example, reducing an invulnerable save of 3+ by 1 would result in an invulnerable save of 4+.

Or better (WS, BS, Sv characteristics & invulnerable saves): When referring to the value of a WS, BS or Sv characteristic, or an invulnerable save, a better value is one with a lower number before the plus sign. For example, a WS of 2+ is better than a WS of 3+.

Or worse (WS, BS, Sv characteristics & invulnerable saves): When referring to the value of a WS, BS or Sv characteristic, or an invulnerable save, a worse value is one with a higher number before the plus sign. For example, a WS of 3+ is worse than a WS of 2+.

Or better (AP characteristics): When referring to the value of an AP characteristic, a better value is one with a higher number after the minus sign (note an AP of 0 can be considered to be an AP of -0). For example, an AP of -2 is better than an AP of -1, and an AP of -1 is better than an AP of 0.

Or worse (AP characteristics): When referring to the value of an AP characteristic, a worse value is one with a lower number after the minus sign (note an AP of 0 can be considered to be an AP of -0). For example, an AP of -1 is worse than an AP of -2, and an AP of 0 is worse than an AP of -1.

Casualties Suffered: When a rule refers to the casualties suffered by a unit, it is referring to the number of models that were destroyed.

Charging

Charge move: Move made in the Charge phase as part of a successful charge [pg 224].

Has charged: If a unit makes a charge move in a turn, until the end of that turn, that unit, and every model in it, is said to have charged.

Has been charged: If a unit was the target of a successful charge during a turn, until the end of that turn, that unit, and every model in it, is said to have been charged.

Close combat weapon: Default melee weapon that a model is equipped with if it has no other equipped melee weapons [pg 230].

Combat Attrition test: Dice roll made for a unit in the Morale phase to see how many models flee from that unit [pg 233].

Considered to be (dice roll): See 'Treated as (dice roll)'.

Consolidation move: 3" move that must end with the model closer to the closest enemy model [pg 231].

Controller: A unit or model's controller is the player whose army that unit or model is a part of.

Counts as (dice roll): See 'Treated as (dice roll)'.

CP: Command point [pg 244].

D3: To roll a D3, roll one D6. Treat a roll of 1-2 as 1, 3-4 as 2, and 5-6 as 3. Any modifiers or rules that apply to the roll or to the dice result are applied to the final value, after the conversion [pg 200].

Damage roll: When determining a random Damage characteristic, the dice roll is called a damage roll.

Declaring a charge: When a player declares a charge with a unit, that unit is also said to be declaring a charge.

Deny the Witch test: D6 roll made in an attempt to prevent a psychic power from being manifested – must exceed the result of the roll made for that power's Psychic test [pg 214].

Detachment: When building a Battle-forged army, units are organised into Detachments using the Battlefield Roles shown on their datasheets [pg 246].

Detachment Abilities: Detachment abilities are abilities gained by units in a Battle-forged **KEYWORD** Detachment. Detachment abilities are not gained by units in Auxiliary Support, Super-heavy Auxiliary and Fortification Detachments [pg 246].

Detachment Rules: Detachment rules are ones that are available to a player for having a particular **KEYWORD** Detachment in their army. This keyword will be specified by the Detachment rules in question. Detachment rules can include Detachment abilities, Stratagems, Warlord Traits, Relics, and so on.

Dice Results

Dice result: A dice result is the value shown on a single dice, regardless of the number of dice that make up the roll, before any modifiers are applied.

Roll result: A roll result is the final result of a roll, after any dice that make it up have been added together, before any modifiers are applied.

Total: A result is the final value of a dice roll after all modifiers have been applied.

Discard lowest/highest dice result: If multiple rules instruct the player to discard the lowest/highest dice result for a dice roll, the active player decides in what order those rules are resolved, and each of those rules takes effect one after the other.

Double: When making a dice roll, a double is a roll that includes any two dice of the same result.

Draw a line: When instructed to draw a line between two points, draw the imaginary straight line, 1mm wide, between those points.

Eligible target: When a model shoots with a ranged weapon, an eligible target is one that is not within Engagement Range of any units from your army, and has at least one model that is both within that weapon's range and visible to that model (unless otherwise specified).

End of the phase: Rules that specify that they take place at the end of a phase only take effect after any other actions that would take place in that phase have been completed. This means that it is not possible for a player to make use of any rules that would take place during a phase once an end of phase rule has taken effect.

Enemy: An enemy model or unit is one not in your army [pg 197].

Engagement Range: Engagement Range is 1" horizontally and 5" vertically [pg 198].

Equipment: A model's equipment includes all of the weapons it is equipped with and all of the wargear it has.

Fails to manifest: If a **PSYKER** does not successfully manifest a psychic power, they are said to have failed to manifest it.

Fell Back/Fallen Back: If a unit Falls Back in its controller's Movement phase, until the start of that player's next Command phase, that unit, and every model in it, is said to have Fallen Back.

Fights: When a unit fights, models in that unit pile in, make attacks, and consolidate [pg 228-231].

Friendly models/friendly units: Two models or units are considered friendly to one another if they are in the same army [pg 197].

Full wounds remaining: A model has its full wounds remaining if it has the same number of wounds remaining as its Wounds characteristic.

Half-strength: If the number of remaining models in a unit is less than half that unit's Starting Strength, that unit is said to be below Half-strength [pg 201].

Heroic Intervention: 3" move that must end with the model closer to the closest enemy model [pg 225].

Heroically Intervened: If a unit performs a Heroic Intervention in a turn, until the end of that turn, that unit, and every model in it, is said to have Heroically Intervened.

Highest dice result: If a rule refers to the highest dice result and a dice roll involves multiple dice, if more than one of those dice have the same value, and that value is the highest, the active player selects one of those dice to be the highest dice result.

Hits: If a hit is scored, the attack is said to have hit.

Ignoring wounds: If a rule states that a model does not lose a wound, it is classified as ignoring that wound. Each time a model would lose a wound, it cannot make use of more than one rule that would allow them to ignore that wound [pg 222].

Immediately: See 'When'.

In terrain: A model is in terrain if it is partially on or within a terrain feature. A unit is in terrain if any model in that unit is partially on or within a terrain feature.

Increasing the range of an aura: When increasing the range of an aura, the increase applies only to the initial range of the aura, and not any aura effects that it might bestow on the affected units.

Inspiring Leader: Warlord Trait available to all **WARLORDS** [pg 238].

Invulnerable saving throw: An invulnerable saving throw is a saving throw made using a model's invulnerable save instead of its Save characteristic [pg 222].

Keyword: Units have keywords on their datasheets. If a rule specifies that it applies to a model/unit with a keyword, it only applies to a model/unit that matches that keyword [i.e. has it on its datasheet]. Pluralisation of keywords does not affect their ability to be matched [pg 197].

KEYWORD Detachment: A **KEYWORD** Detachment is a Detachment in a Battle-forged army where every model in that Detachment shares that **KEYWORD**, not including any models that specify that they do not prevent a Detachment from gaining its Detachment rules.

Keywords – comma-separated list: A rule with a comma-separated list of keywords, or two keywords separated by the word 'or' [e.g. 'an **IMMORTALS**, **DEATHMARKS** or **LYCHGUARD** unit'] matches a model or unit if any one of those keywords matches that model or unit [pg 197].

Keywords – multiples: A rule with multiple adjacent keywords [e.g. 'an **AELDARI GUARDIANS** unit'] only matches a model or unit if that model or unit matches each of those keywords [pg 197].

Lowest dice result: If a rule refers to the lowest dice result and a dice roll involves multiple dice, if more than one of those dice have the same value, and that value is the lowest, the active player selects one of those dice to be the lowest dice result.

Maximum value: If a rule states that a random characteristic or dice roll has its maximum value, determine its value as if each dice that makes up that characteristic or dice roll was rolled and its result had the highest possible dice value [e.g. D3 becomes 3, 2D6 becomes 12 and 3+D3 becomes 6].

Melee attack: An attack made with a melee weapon is a melee attack.

Melee weapon: Weapons with a type of Melee are melee weapons.

Minimum Move: If a model has a Move characteristic that includes two values with an intervening dash, the lower number is its minimum Move characteristic and the higher number is its maximum Move characteristic. A maximum Move characteristic functions the same as a normal Move characteristic. If a model has a minimum Move characteristic, in its controller's Movement phase that model must move at least that distance. If it cannot, and the Strategic Reserves rules are not being used, that model is destroyed [pg 201].

Minimum value: If a rule states that a random characteristic or dice roll has its minimum value, determine its value as if each dice that makes up that characteristic or dice roll was rolled and its result had the lowest possible dice value [e.g. D6 becomes 1, 2D6 becomes 2 and 3+D3 becomes 4].

Model destroys a model: A model is considered to have been destroyed by another model when the former is destroyed by an attack made by the latter, as the result of a mortal wound inflicted by a rule that the latter is using, or as the result of any other rule the latter is using that explicitly states that an enemy model is outright destroyed.

Model destroys a unit: A model is considered to have destroyed a unit when that model destroys the last remaining model in that unit.

Model's phase/unit's phase: When a rule refers to a model's/unit's phase, that rule is referring to the relevant phase of that model's/unit's controller.

Model's type: A model's type refers to the name of the characteristic profile used by that model.

Modifying characteristics: Strength, Toughness, Attacks and Leadership characteristics can never be modified below 1. Characteristics with a value of '-' can never be modified [pg 203].

Morale test: Dice roll made in the Morale phase for each unit that has suffered casualties that turn. If unsuccessful, results in a Combat Attrition test for that unit [pg 232-233].

Mortal wounds: Saving throws of any kind cannot be made against damage inflicted by mortal wounds, although rules that allow models to ignore wounds can be used. Mortal wounds are applied one at a time and are not lost if a model in the unit is destroyed – continue to apply them until they are all resolved or the unit is destroyed [pg 222].

Nearest: When resolving a rule on a model or unit that refers to the nearest model or unit, measure from the former to the latter.

Non-KEYWORD: A rule that specifies a non-**KEYWORD** model or unit applies to a model or unit that does not have that **KEYWORD**. For example, if a rule refers to a non-**VEHICLE** unit, then it would only apply to a unit if that unit did not have the **VEHICLE** keyword.

Null characteristics: If a model has a Strength or Leadership characteristic of '-' and that characteristic is required to resolve a rule, use the model's Toughness characteristic instead. Note that the substituted characteristic cannot be modified [pg 203].

Objective marker: 40mm round marker used during certain missions. When measuring the range to an objective marker, measure to the closest point. A model can never count towards controlling more than one objective marker at the same time [pg 237].

Objective Secured: If one player has models with this ability in range of an objective marker and there are no enemy models with this ability in range of that marker, that player controls that marker [pg 237].

Out of coherency: Units that are not in unit coherency in the Morale phase are said to be out of coherency [pg 198].

Overwatch attack: Shooting attack made by a unit that was the target of a charge, made after all targets of that charge have been declared but before the Charge roll is made. If making a hit roll, requires an unmodified roll of 6 to score a successful hit [pg 227].

Pile-in move: 3" move that must end with the model closest to the closest enemy model [pg 229].

Psychic test: 2D6 roll made in an attempt to manifest a psychic power; the result must equal or exceed that power's warp charge value to be successful [pg 215].

Random characteristic: A random characteristic is one that involves a dice roll to determine its value, and is determined each time that characteristic is to be used [pg 203].

Ranged attack: An attack made with a ranged weapon is considered to be a ranged attack.

Ranged weapon: Weapons with a type of Rapid Fire, Assault, Heavy, Pistol or Grenade are considered to be ranged weapons.

Re-roll: When re-rolling a dice roll, all of the dice involved in that roll must be re-rolled. A dice can never be re-rolled more than once [pg 200].

Regaining wounds: When a model regains a number of wounds, it regains up to that number of lost wounds. This cannot cause the model to have more wounds remaining than it started the battle with.

Reinforcement unit: Any unit that starts the battle in a location other than on the battlefield, and is not embarked within a **TRANSPORT** unit that does start the battle on the battlefield, is considered to be a Reinforcement unit. Any Reinforcement units that have not been set up on the battlefield by the end of the battle count as destroyed [pg 208].

Remained Stationary: If a unit Remains Stationary in its controller's Movement phase, or its controller has not yet had a Movement phase, then, until such a point as any model in that unit moves for any reason, it is said to have Remained Stationary.

Removed from play: When a model is removed from play it is taken off the battlefield.

Resolving an attack: Resolving an attack is the same as making an attack.

Roll off: Both players roll one D6 – the player with the highest result wins. In the event of a tie, roll again (pg 201).

RP: Requisition point (pg 314).

Setting up a Reinforcement unit: When a Reinforcement unit is set up on the battlefield in a turn, it cannot make a Normal Move, Advance, Fall Back or Remain Stationary that turn, and counts as having moved (pg 208).

Shoots: When a model shoots with a weapon, you make a number of attacks with that weapon as defined by its type. When a unit shoots, any or all of the models in that unit can shoot (pg 216).

Single target (model): When a model attacks with one or more ranged weapons, if all of the attacks made with those ranged weapons have the same target unit, that model is said to be shooting at a single target.

Single target (unit): When a unit is chosen to shoot with, if all of the models in that unit that are making attacks shoot at a single target, and that target is the same for all of those models, the chosen unit is said to be shooting at a single target.

Starting Strength: A unit's Starting Strength is the number of models in it at the point that it is added to your army (pg 201).

Successfully manifested: When attempting to manifest a psychic power, if the Psychic test was successful and there was no successful Deny the Witch test, then that power is said to be successfully manifested. Resolve its effects (pg 215).

Suffered casualties: If a unit has fewer models remaining than its Starting Strength, it is said to have suffered casualties.

Target: When resolving an attack, the target unit of that attack is also known as the target.

Target of a charge: When a player declares a charge with a unit, the target of that charge is said to have been declared as the target of a charge.

Transport capacity: A **TRANSPORT** model's transport capacity will specify how many and what types of models can embark within it. A unit cannot embark within a **TRANSPORT** model if this would cause that model to exceed this limit (pg 210).

Treated as (dice roll): When a dice result is treated as another value, any rules that would have taken effect as a result of that value had it been rolled will take effect.

Unit: A group of models from the same datasheet (pg 202-203).

Modifying a unit's characteristic: When a rule modifies a unit's characteristic, it modifies that characteristic for every model in that unit.

Unit's Leadership characteristic: This is the value of the highest Leadership characteristic of any of the models in that unit.

Unit's Save characteristic: If a rule refers to a unit's Save characteristic, it refers to the most common Save characteristic amongst models in that unit. If two different Save characteristics are equally common amongst models in a unit, that unit's controller decides which of those characteristics constitutes that unit's Save characteristic for the purpose of such a rule. When a rule modifies a unit's Save characteristics, it modifies the Save characteristic of every model in that unit.

Unit's type: A unit's type is the name printed on its datasheet.

Unit coherency: The distance within which models in a unit must remain with each other. This is 2" horizontally and 5" vertically. Units must end any kind of move in unit coherency (pg 198).

Unit destroys a unit: A unit is considered to have destroyed another unit when a model in the former destroys the latter.

Unit within: A unit is within a specified distance if any model in that unit is within that distance (pg 199).

Unit's Engagement Range: A unit's Engagement Range is the area covered by the Engagement Range of all models in that unit (pg 198).

Unit's equipment: When a rule refers to a unit's equipment, it refers to all of the equipment of the models in that unit.

Visible: When resolving a rule on a model or unit that refers to a visible model or unit, the latter is visible if it is visible from the perspective of the former.

VP: Victory point.

Weapon abilities: Unless otherwise specified, the abilities listed on a weapon's profile take effect each time an attack is resolved using that weapon profile.

Weapon's type: The weapon types are Assault, Heavy, Pistol, Rapid Fire, Melee and Grenade. Each weapon type has different rules associated with it.

Weapon's Type characteristic: A weapon's Type characteristic includes the weapon's type and, if it is a ranged weapon, the number of attacks it makes when the bearer shoots with it.

Weapon Types

When: If a rule states that it takes place when a certain trigger occurs, unless otherwise specified, that rule takes effect before any others.

Whole unit within: A whole unit is within a specified distance if every model is within that distance (pg 199).

Wholly in terrain: A model is wholly in terrain if it is entirely on or within a terrain feature. A unit is wholly in terrain if every model in that unit is entirely on or within a terrain feature.

Wholly within: A model is wholly within a specified distance if every part of its base (or hull) is within that distance. A unit is wholly within if every model in that unit is wholly within (pg 199).

Within: A model is within a specified distance if any part of its base (or hull) is within that distance. A unit is within if any model in that unit is within (pg 199). When resolving a rule on a model or unit that refers to a model or unit being within a specified distance, measure the distance from the former to the latter.

Wounds: If a wound is successful, the attack is said to wound.

Unit Characteristics