WORLD CHAMPIONSHIPS
RULES UPDATES - NOVEMBER 2026

This document is for use by players in the Warhammer 40,000 event at the World Championships of Warhammer in December 2026. It covers specific responses to queries and questions sent in by attendees where we have sought to clarify certain rules to help facilitate a great gaming experience.

These responses are provided by the Warhammer studio and, while many rulings may be adopted as official rules updates in the future, they are currently only considered valid for the World Championships. As a result they will not be appearing in the Warhammer 40,000 app before the event.

CORE RULES

01.02.03
Q: *When a revived* **CHARACTER** *model comes back as a new unit, do that unit's 'while leading' abilities still work?*
A: No.

05.04.05
Q: *When a model with a 'fight on death' ability is* ***destroyed****, do that model's keywords still apply to that model's unit until that model is removed from the battlefield?*
A: Yes.

05.04.05 (revision to existing FAQ)
Q: *Fight On Death (05.04.05) requires models awaiting such an ability to stay on the battlefield until their unit has attacked (or until the end of the phase). How do these models function while this is the case?*
A: Models awaiting a Fight On Death ability are still present on the battlefield for all rules purposes. This includes (but is not limited to) the following regarding such models:

- They can be measured to by friendly/enemy abilities.
- They can be considered **visible** to friendly/enemy models where relevant.
- They can use their datasheet abilities.
- While making attacks, the **destroyed** model is considered to have 1 wound remaining, unless otherwise stated.
- They can be targeted by **stratagems**.
- Enemy units can still be **engaged** with them (which may restrict the opposing player's **consolidation/pile-In moves** made as part of an **overrun fight**).

09.07.02 (new entry)
Desperate Escape and Moving Through Models
When you select a unit to make a **fall-back move**, if that unit has an ability that allows models in that unit to move through all types of model, you do not need to select the **desperate escape mode** for models in that unit to move through enemy models.

13.05
Q: *When I'm moving a model (excluding* **INFANTRY/BEASTS/SWARM/ MOBILE** *models) horizontally through a* ***dense terrain feature****, and the path that model takes only goes over parts of that* ***dense terrain feature*** *that are less than 2" in height, do I have to move that model vertically?*
A: No.

13.09
Q: *When I select a unit to shoot, if that unit makes no attacks, is it still* ***hidden****?*
A: Yes.

15.01
Q: *Can I use a* ***stratagem*** *that specifically targets a stated number of units (e.g. 'two') when I have fewer than that number of eligible units to target?*
A: No.

19.04
Q: *If an* ***attached*** *unit with a* **CHARACTER** *model contains a* ***bodyguard*** *unit with an enhancement, and that* ***bodyguard*** *unit is* ***destroyed****, does the* **CHARACTER** *model still have the benefit of the* ***enhancement****?*
A: No.

19.04
Q: *If I attach a* **CHARACTER** *model to a unit that is later split, which of the two 'new' units benefits from that* **CHARACTER** *model's 'while leading'/'this unit' abilities?*
A: Only the unit that includes that **CHARACTER** model.

20.03
Q: *If an ability says that when my unit arrives from* ***strategic reserves****, I treat the battle round number as being one higher than it is, can the unit using that ability make an* ***ingress move*** *in my first turn?*
A: Yes.

20.03
Q: *If an ability places my unit in **strategic reserves** and says that my unit must make an **ingress move** in this/my next Movement phase, can that unit make an **ingress move** in my first turn?*
A: Yes.

21.01
Q: *When a model makes a **surge move**, does that model have to move the **maximum distance** permitted by that move?*
A: No.

21.01
Q: *If I have given an **upgrade enhancement** to my* **CHARACTER** *__leader/support__ unit that is part of an **attached** unit, if the bearer of the **upgrade enhancement** is then **destroyed** (via* **[PRECISION]** *attacks or other means), does the unit still benefit from the **upgrade enhancement**?*
A: No.

24.10
Q: *If I have an ability that reduces damage, does this work against* **[DEVASTATING WOUNDS]**?
A: Yes.

CHAPTER APPROVED MISSION DECK

Q: *For the purposes of scoring the Consecrate Primary Mission, if I am using the Adeptus Custodes Lions of the Emperor detachment and I target a **consecration** unit with the Unleash the Lions stratagem, are the new units **consecration** units?*
A: No.

Q: *For the purposes of scoring the Beacon Secondary Mission, if I am using the Adeptus Custodes Lions of the Emperor detachment and I target my **beacon** unit with the Unleash the Lions stratagem, are the new units **beacon** units?*
A: No.

Q: *For the purposes of scoring the Punishment Primary Mission, if my opponent is using the Adeptus Custodes Lions of the Emperor detachment and they target a **condemned** unit with the Unleash the Lions stratagem, does that unit leave the battlefield?*
A: Yes.

Q: *On layouts that have a **terrain area** 6" from a battlefield edge, can a unit come in 6" from the battlefield edge via **strategic reserves** and start the **Plunder action** for that **terrain area**, or contest that **objective**?*
A: Yes.

ADEPTA SORORITAS

Q: *When using the Divine Intervention stratagem, can I use any of the Miracle dice that were generated when that* **CHARACTER** *was destroyed as part of the Miracle dice I can discard to set that* **CHARACTER** *back up?*
A: Yes.

ADEPTUS CUSTODES

Q: *Can a Shield-Captain use its Master of Ka'tahs ability to activate both the Dacatarai and Kaptaris **ka'tah abilities** in the same phase, by activating one, using Master of Ka'tahs to become **readied**, then activating the other?*
A: Yes.

Q: *When I target a unit with the Unleash the Lions stratagem, is that unit **destroyed**?*
A: No.

Q: *When I target a unit with the Unleash the Lions stratagem, does that unit leave the battlefield?*
A: Yes.

Q: *When I target a unit with the Unleash the Lions stratagem, do persisting rules effects pass to the new units (e.g. Fulgrim's Daemonic Poisons ability)?*
A: No.

Q: *When I target a unit with the Unleash the Lions stratagem, do the new units have their 'once per battle' abilities even if the original unit used those abilities?*
A: Yes.

Q: *If my unit has an ability that singles out a unit until that unit is **destroyed** (e.g. an Invictor Tactical Warsuit's Forward Assault Warsuit ability, a Blade Champion's Sword of the Throne ability, or a Knight Ruinator's Methodical Destruction ability), what happens if the unit singled out is targeted with the Unleash the Lions stratagem?*
A: The unit singled out no longer exists but is not **destroyed**, so your unit will not be able to reselect a unit to be singled out.

AELDARI

Q: *Can Dragon Knights use multiple Drakolithe tokens against the same unit that ended a move within 8"?*
A: Yes.

ASTRA MILITARUM

Q: *When using a Commissar's Summary Execution ability or Commissar Graves' Brutal Disciplinarian ability to remove **battle-shock** from a unit, if that unit was issued an Order, does that unit regain the effect of that Order?*
A: No.

Q: *Can a Kasrkin unit that is **battle-shocked** use its Warrior Elite ability to select an Order?*
A: Yes.

BLOOD ANGELS

WEAPON	CHANGES	UNITS
Plasma Pistol - Supercharge	Add **[HAZARDOUS]**	Chief Librarian Mephiston
Plasma Pistol - Supercharge	Add **[CLOSE-QUARTERS]**	Death Company Captain with Jump Pack
Twin Heavy Bolter	Add **[RAPID FIRE 2]**	Death Company Dreadnought

Commander Dante, Base Size
50mm.

CHAOS DAEMONS

Q: *Can a Pink Horrors unit with a* **CHARACTER** *attached to it use its Split ability if all Pink Horror models are destroyed in one activation (but the* **CHARACTER** *survives)?*
A. Yes.

CHAOS SPACE MARINES

WEAPON	CHANGES	UNITS
Combi-weapon	**S** 5 **AP** -1	Chaos Bikers
Close Combat Weapon	**S** 5	Nemesis Claw

DARK ANGELS

The Deathwing Army Rule
Change to:
'The following friendly **ADEPTUS ASTARTES** units have **DEATHWING**:
- **TERMINATOR** units (excluding **DEATHWATCH TERMINATOR SQUAD**).
- **BLADEGUARD ANCIENT**, **BLADEGUARD VETERAN SQUAD**, **STERNGUARD VETERAN SQUAD** and **VANGUARD VETERAN SQUAD WITH JUMP PACKS** units.
- **LAND RAIDER**, **LAND RAIDER CRUSADER**, **LAND RAIDER REDEEMER**, **REPULSOR** and **REPULSOR EXECUTIONER** units.
- **DREADNOUGHT** units.'

DEATH GUARD

Shamblerot Vectorium Detachment, Shambling Wall Stratagem, Effect Section
Change to:
'When an enemy unit is making attacks, at the end of the Wound Rolls step, if those attacks target that **DEATH GUARD** unit, your opponent does the following:
- Select one wound.
- End the attack sequence for that wound.
- A number of models in your **POXWALKERS** unit equal to that attack's **D** are **destroyed**.

Your opponent repeats these steps until there are no wounds to resolve, or until your **POXWALKERS** unit is **destroyed** (whichever happens first). When your **POXWALKERS** unit is **destroyed**, the attack sequence continues for any remaining attacks.'

Lord of Contagion, Unholy Resilience ability
Change to:
'(Once per battle, per unit) When a friendly model with this ability is **destroyed**, roll one D6 at the end of the phase. On a 2+, set that model back up on the battlefield, as close as possible to where it was **destroyed**, **unengaged**, with 3 wounds remaining. ~~Each model can only be set up in this way once per battle~~.'

Q: *When I use the Shambling Wall stratagem, what happens to my opponent's* **[DEVASTATING WOUNDS]** *attacks?*
A: When an attack with **[DEVASTATING WOUNDS]** results in a **critical wound**, the attack sequence ends for that attack. Those wounds will not be in the 'pool' of wounds that your opponent resolves when you use this **stratagem**, and the **mortal wounds** that result from those attacks will still be suffered by the target unit (your **POXWALKERS** unit cannot 'absorb' them).

Example: *If your opponent's two* **[DEVASTATING WOUNDS]** *attacks result in one wound and one* ***critical wound****, your opponent would resolve the wound as described in your* ***stratagem****, but the attack sequence would end for the* ***critical wound****, and your opponent's target would suffer the* ***mortal wounds*** *from that attack.*

Q: *When I use the Shambling Wall stratagem, what happens if an attack with* **D** *greater than 1* ***destroys*** *the last* **POXWALKER** *model? Does the remaining damage 'spill over' to the target unit?*
A: No, the remaining damage is lost.

Q: *If my Chaos Spawn unit is destroyed by melee attacks, is that unit's Lethal Ichor ability still resolved for those attacks?*
A: Yes.

DEATHWATCH

WEAPON	CHANGES	UNITS
Plasma Cannon - Standard	**S** 7	Deathwatch Terminator Squad
Plasma Cannon - Supercharge	**S** 8	Deathwatch Terminator Squad
Combi-weapon - Damnatus	Add **[MELTA 2]**	Deathwatch Veterans
Combi-weapon - Purgatus	Remove **[MELTA 2]**	Deathwatch Veterans

Talonstrike Kill Team, Keywords
- **Kill Team Intercessor with Jump Pack:** Add '**TACTICUS**'.
- **Kill Team Heavy Intercessor with Jump Pack:** Add '**GRAVIS**'.

DRUKHARI

Kabalite Cartel Detachment, Double-cross Stratagem, Effect Section
Change to:
'When an enemy unit is making attacks, at the end of the Wound Rolls step, if those attacks target that **KABAL** or **BLADES FOR HIRE** unit and if your **DRUKHARI** unit is **engaged** with the attacking unit, your opponent does the following:
- Select one wound.
- End the attack sequence for that wound.
- Your **DRUKHARI** unit suffers a number of **mortal wounds** equal to that attack's **D**.

Your opponent repeats these steps until there are no wounds to resolve, or until your **DRUKHARI** unit is **destroyed** (whichever happens first). When your **DRUKHARI** unit is **destroyed**, the attack sequence continues for any remaining attacks.'

Q: *When I use the Double-cross stratagem, what happens to my opponent's* **[DEVASTATING WOUNDS]** *attacks?*
A: When an attack with **[DEVASTATING WOUNDS]** results in a **critical wound**, the attack sequence ends for that attack. Those wounds will not be in the 'pool' of wounds that your opponent resolves when you use this **stratagem**, and the **mortal wounds** that result from those attacks will still be suffered by the target unit (your **DRUKHARI** unit cannot 'absorb' them).

Example: *If your opponent's two* **[DEVASTATING WOUNDS]** *attacks result in one wound and one* ***critical wound****, your opponent would resolve the wound as described in your* ***stratagem****, but the attack sequence would end for the* ***critical wound****, and your opponent's target would suffer the* ***mortal wounds*** *from that attack.*

Q: *When I use the Double-cross stratagem, what happens if an attack with* **D** *greater than 1* ***destroys*** *the last* **DRUKHARI** *model? Does the remaining damage 'spill over' to the target unit?*
A: No, the remaining damage is lost.

Q: *When I use the Double-cross stratagem, what happens if my* **DRUKHARI** *unit has* **Feel No Pain***?*
A: You will resolve the **Feel No Pain** rolls for your unit each time your opponent follows the steps in your **stratagem**.

Example: *If your opponent has three attacks that wound, each with* ***D*** *3, they would end the attack sequence for one of those wounds, your unit would make three* ***Feel No Pain*** *rolls, and suffer one* ***mortal wound*** *for each of those rolls that failed. If your* **DRUKHARI** *unit is not* ***destroyed****, your opponent would end the attack sequence for the next wound, and so on.*

IMPERIAL AGENTS

Assigned Agents Army Rule
Change to:
' If your Army Faction is **AGENTS OF THE IMPERIUM**, then in the Select Detachment Rules step, you can select one or more of the available Detachments ~~from this book~~ as normal.'

Aquila Kill Team, Corvus Blackstar, Deathwatch Kill Team, Watch Captain Artemis, Watch Master – Keywords Section
Add '**DEATHWATCH**'.

Watch Master, Keywords Section
Add '**CAPTAIN**'.

Q: *When using an Assassin's Shadow Assignment rule, if I am using the Veiled Blade Elimination Force detachment and I replace that Assassin model with another, does the replacement Assassin have the relevant Extremis ability?*
A: Yes.

IMPERIAL KNIGHTS

Sir Hekhtur, Using Sir Hekhtur Section
Change to:
'If your Canis Rex model is destroyed, this model is treated as a model disembarking from a destroyed **TRANSPORT** and must perform an Emergency Disembarkation. Sir Hekhtur cannot be selected as the target of any of your Stratagems other than Core Stratagems. Your Canis Rex model/unit is not considered to be destroyed or to have left the battlefield until Sir Hekhtur is also destroyed.'

Q: *When determining an additional Oath as part of the Heroes of Legend detachment rule for the Questoris Companions detachment, if I select We Vow to Lay Low the Tyrant..., when do I select the* **CHARACTER** *model in my opponent's army?*
A: At the point you determine your additional Oath.

IRON HANDS

Medusa's Wrath Detachment
Add Restriction:
'**Restrictions:** Your army can include **IRON HANDS** units, but it cannot include any **ADEPTUS ASTARTES** units drawn from any other Chapter.'

NECRONS

Q: *When my Necron Warriors are within range of my Canoptek Reanimator's Nanoscarab Reanimation Beam Aura, and I use the Necron Warriors' ability to re-roll the Reanimation Protocols roll, do I also re-roll the D3 additional wounds from the Nanoscarab Reanimation Beam Aura?*
A: Yes.

Q: *If I target a Canoptek Wraiths unit with the Canoptek Court Reactive Subroutines Stratagem, can this trigger that unit's Wraith Form ability?*
A: No.

ORKS

Runt Swarm Detachment, Grot Shields Stratagem, Effect section
Change to:
'When an enemy unit is making attacks, at the end of the Hit Rolls step, if those attacks target that **ORKS INFANTRY** unit, your opponent does the following:
- Select one hit.
- End the attack sequence for that hit.
- Your **GRETCHIN** unit suffers one **mortal wound**.

Your opponent repeats these steps until there are no hits to resolve, or until your **GRETCHIN** unit is **destroyed** (whichever happens first). When your **GRETCHIN** unit is **destroyed**, the attack sequence continues for any remaining hits.

Q: *When I use the Grot Shields stratagem, what happens to my opponent's* **[LETHAL HITS]/[SUSTAINED HITS]** *attacks?*
A: If your opponent ends the attack sequence for a **[LETHAL HITS]** attack that resulted in a **critical hit**, that attack has no further effect (there is no 'automatic wound'). If your opponent ends the attack sequence for a **[SUSTAINED HITS]** attack that resulted in a **critical hit**, that will not also remove the additional hits generated by that attack - those hits will still be resolved step by step as described by the **stratagem.**

For example, if your opponent removes a ***critical hit*** *with* **[SUSTAINED HITS 1]***, there will still be a hit from that attack left to resolve: the hit generated by* **[SUSTAINED HITS 1]***. If the* **GRETCHIN** *unit has been* ***destroyed****, the attack sequence will continue for that hit.*

RAVEN GUARD

Shadowmark Talon Detachment
Add Restriction:
'**Restrictions:** Your army can include **RAVEN GUARD** units, but it cannot include any **ADEPTUS ASTARTES** units drawn from any other Chapter.'

SPACE MARINES

WEAPON	CHANGES	UNITS
Auto Boltstorm Gauntlets	Remove **[CLOSE-QUARTERS]**	Aggressor Squad

Q: *When using an ability such as Author of the Codex, Master Tactician or Strategic Acumen to select a* ***combat doctrine*** *to be active for a unit, does this count as my once per battle* ***combat doctrine*** *selection for the* ***Combat Doctrines army rule****?*
A: No.

SPACE WOLVES

Champions of Fenris Detachment
Add Restriction:
'**Restrictions:** Your army can include **SPACE WOLVES** units, but it cannot include any **ADEPTUS ASTARTES** units drawn from any other Chapter.'

Saga of the Beastslayer Detachment
Add Restriction:
'**Restrictions:** Your army can include **SPACE WOLVES** units, but it cannot include any **ADEPTUS ASTARTES** units drawn from any other Chapter.'

THOUSAND SONS

Umbralefic Crystal Enhancement

Change to:

'**THOUSAND SONS** model only. (Once per battle, per army) In your Command phase, if this unit is **unengaged**, you can use this ability. If you do:

- If this unit is on the battlefield, place this unit in **strategic reserves**.
- This unit has **Deep Strike** until the start of your next Shooting phase.
- This unit must make an **ingress move** in your next Movement phase (including in your first turn).'

ULTRAMARINES

Blade of Ultramar Detachment

Add Restriction:

'**Restrictions:** Your army can include **ULTRAMARINES** units, but it cannot include any **ADEPTUS ASTARTES** units drawn from any other Chapter.'

WORLD EATERS

Chaos Rhino, Meet Any Challenge Ability

Change to:

'In your opponent's Movement phase, when an enemy unit ends a move within 8" of this model, units embarked within this model can make a **disembark move** using the **rapid disembark mode**.'

Defiler, **Unleash Wrath Ability**

Change to:

'At the end of your opponent's Movement phase, you can select one enemy unit that was set up on the battlefield within 12" of this model this phase; this model can then either:

- Shoot at that unit, but only if it is an eligible target.
- Declare a charge. This unit must end that charge move engaged with the enemy unit you selected ~~(note that even if this charge is successful, this unit does not receive any Charge bonus this turn)~~.'