



**Q: IS IT OK FOR ME TO USE YOUR FAQ IN MY GAMES OR AT MY EVENTS?**

A: Of course! This is a tool for the entire community to be able to use.

**Q: IS IT OK FOR ME TO BRING MY [MODEL] ON [INSERT BASE SIZE HERE]?**

A: Please see the [Base Size Guidelines](#) for minimum base requirements. If your base is under the minimum base requirements, don't worry, we will provide no-hassle 25mm - 32mm base adapter rings at all our events which you can purchase to bring your models up to the correct size!

**Q: SOME MODELS HAVE BEGUN TO COME OUT ON 28MM BASES, DO I HAVE TO USE THEM?**

A: Since Games Workshop has not officially released 28mm bases outside of a few specialty boxes, and because there are not many third party companies that make 28mm bases yet, our stance is that any model that comes with 28mm bases can be based on 25mm bases without penalty.

**Q: IS IT OK FOR ME TO USE YOUR EVENT PACKETS AT MY EVENT?**

A: Of course! We create our Event packets to be an easy, free resource for all tournament organizers to be able to use! If you'd like to use them, you can download them on the Event Data page on [KillTeamStream.com](#) Check back often for the most updated packets!

**Q: ARE THERE SUB-FACCTIONS I CAN USE FOR TEAMS THAT GAMES WORKSHOP DIDN'T GIVE A SUBFACTION TO?**

A: Here are some that we made that will be legal at all our tournaments:

TOURNAMENT SUBFACTION PACKET: <https://tinyurl.com/subfactions>

**Q: HOW DO I INDICATE SUB-FACCTIONS FOR MY ROSTER? DOES THE ENTIRE ROSTER HAVE TO BE THE SAME SUB-FACTION? DO I CHOOSE BEFORE EACH BATTLE? CAN I HAVE MULTIPLE SUB-FACCTIONS ON MY ROSTER?**

A: For our tournaments, the sub-faction is chosen per unit on your roster and must be indicated as such before the tournament, and cannot be changed after the tournament has begun. For example, if you have a list that can have 5 models for 100 points, you could theoretically choose 4 different sub-factions for your roster, by having 5 units with sub-faction 1, 5 units with sub-faction 2, etc. Then, in the mustering phase, if all the models mustered share the same sub-faction, all your units gain the sub-faction trait and sub-faction ability associated with that sub-faction. If you muster even a single model that does not share the same sub-faction with the rest of your models, your entire team will be considered to have no sub-faction for that game. For instance, a Drukhari Kill Team could have an entire 100 point Wych Cult, and an entire 100 point Haemonculus Coven on the same roster, and if the entire team is drawn from one, they will gain that trait; however, if they bring a combination of both, then they would just play that game without any sub-faction benefits.

**Q: IF I'M PLACING AN OBJECTIVE MARKER AND THERE IS A MULTI-LEVEL BUILDING ON TOP OF THE LOCATION OF THE OBJECTIVE, WHAT LEVEL SHOULD I PLACE THE OBJECTIVE?**

A: Unless otherwise stated, at our tournaments, you should always place the objective marker on the lowest accessible level.

**Q: IF AN OBJECTIVE IS ON THE BOTTOM OF A MULTI-LEVEL BUILDING OR SOME SORT OF PLATFORM IS ABOVE THE OBJECTIVE CAN IT STILL BE SCORED FROM ABOVE?**

A: For the purposes of our tournaments, unless otherwise stated, objectives are treated as an infinitely tall vertical line that extends infinitely above and below the objective, so you can score an objective if you are above or below it.

**Q: WHAT IS A BATTLEFIELD EDGE?**

A: For the purposes of our tournaments, all references to "Battlefield Edge" refer to the actual physical edge of the cardboard/mat that the game is being played on. The sole exception to this rule is if a battle is being fought on the spaceship side of the Rogue Trader board, in which case the "Battlefield Edge" refers to the edge of the Spaceship at the very point where it becomes Space.

**Q: CAN MY MODEL LAND ON TOP OF A THIN ROOF OR THE TOP OF A WALL?**

A: In our tournaments, models cannot end their movement on any surface narrower than their own base.

**Q: IF A MODEL OR MODELS ARE ON TOP OF A SMALL PLATFORM AND THERE IS NO SPACE TO PLACE ANOTHER MODEL, CAN I STILL CHARGE THE MODEL?**

A: For the purposes of our tournaments, if there is not enough space to place a model on top of a building or platform because an enemy model is blocking, you are allowed to place your model partly on top of the enemy models' bases. You cannot place your own model partly on top of the base of another one of your own models. If it is still impossible to fit because there is not enough space, then you are unable to successfully charge.

**Q: WHAT DO YOU HAVE TO MEASURE TO MOVE OVER TERRAIN?**

A: Anything over 1.5" must be measured vertically. You measure vertical distance up, but not the distance back down, as well as any horizontal distance that you must travel to get across the terrain as normal.

**Q: DOES A BASE COUNT AS PART OF A MODEL?**

A: The actual base puck does not count as part of a model, but any terrain bits or scenic elements that have been added to the base do count as part of the model.

**Q: CAN THE BASE OF A MODEL BLOCK LINE OF SIGHT TO ANOTHER MODEL?**

A: Bases do not count as line of sight blocking for the purposes of obscurity. This includes the clear rods that are used as part of a flying base.

**Q: DOES VERTICAL MOVEMENT OR CLIMBING COUNT AS DIFFICULT TERRAIN?**

A: At our tournaments we do not count vertical movement as difficult terrain.

**Q: IF A MODEL IS SHAKEN DOES IT STILL HAVE TO BE CONSIDERED WHEN MOVING FOR THE PURPOSES OF NOT MOVING WITHIN 1" OF AN ENEMY MODEL?**

A: Shaken models still need to be measured around in this fashion, as this section just says "enemy models" and does not indicate that a shaken model would be any different.

**Q: CAN I MOVE WITHIN 1" OF A MODEL THAT I DIDN'T CHARGE DURING A CHARGE MOVE IF MY MODEL HAS A FLIP BELT, FLY, TRANSLOCATION BEAMS, ETC?**

A: Yes, as long as you don't end the move within 1" of a model you didn't charge, you can move across them even if you didn't declare them as a target of the charge if you have an ability that allows you to "pass across models as if they were not there."

**Q: CAN I FIGHT A MODEL IF WE ARE ON OPPOSITE SIDES OF A WALL AND CANNOT SEE EACH OTHER?**

A: If you are within 1" of an enemy model, but are on opposite sides of a solid wall and cannot draw true line of sight to each other, you are allowed to tie each other up in close combat, but are unable to fight.

**Q: IF A CHARGE IS SUCCESSFUL, DO I HAVE TO CHARGE?**

A: Yes. Unless you spend a CP to use the Tactical Re-Roll tactic to re-roll the charge, and the re-roll fails.

**Q: THE KILL TEAM CORE MANUAL STATES THAT "RE-ROLLS HAPPEN BEFORE MODIFIERS ARE APPLIED." DOES THAT MEAN IF I FAIL SOMETHING THAT WAS MODIFIED, BUT WOULD HAVE BEEN SUCCESSFUL IF THOSE MODIFIERS WERE NOT IN PLACE I CAN NOT RE-ROLL IF IT SAYS "RE-ROLL FAILED..."?**

A: In our tournaments, our official ruling is that "re-rolls happen before modifiers are applied" means that you do your re-rolls before you apply any modifiers, so if you only fail something because the roll is being modified, that is not really a fail. Also if an ability says re-roll ones, even if the one is modified to another number it is still technically a one.

**Q: WOULDN'T THAT MEAN THE SPACE MARINE RULE "AND THEY SHALL KNOW NO FEAR," THE VOX CASTER AND ENHANCED DATA-TETHER ABILITIES, THE "INCANTATION OF THE IRON SOUL" CANTICLE OF THE OMNISIAH, AND THE POWER FROM PAIN ABILITY "EMBOLDENED BY BLOODSHED" WOULD BE IMPOSSIBLE TO USE BECAUSE YOU CAN NEVER FAIL YOUR NERVE TEST BEFORE MODIFIERS?**

A: In our tournaments, our official ruling is that "re-roll failed nerve tests" should be changed to "re-roll nerve tests" to fix this.

**Q: IF A MODEL IS ARMED WITH TWO CHAINSAWDS, DO THEY GAIN +1 ATTACK OR +2?**

A: +2 Attacks.

**Q: IF I HAVE 2 DIFFERENT CLOSE COMBAT WEAPONS AND ONE ADDS +1 ATTACKS HOW MANY ATTACKS DO I HAVE TO DO WITH THE WEAPON THAT ADDS ATTACKS IN ORDER TO GET THE +1?**

A: You only need to do the extra attack with the weapon. So, for instance, if you have a Nob with a Big Choppa and a Choppa, you can do 3 attacks with the Big Choppa and 1 with the Choppa.

**Q: WHEN DETERMINING WHETHER A MODEL RECEIVES A -1 TO THE INJURY ROLL FROM INTERVENING TERRAIN. DO YOU HAVE TO BE WITHIN 1" OF ANY PART OF THE TERRAIN PIECE THAT IS CAUSING OBSCURITY OR ONLY THE SECTION THAT IS CAUSING THE OBSCURITY?**

A: If you are within 1" of any part of the terrain piece, even a part that isn't directly causing the obscurity, you can receive the benefits of being within 1" of the obscuring terrain.

## ARENA

**Q: WHAT IS A DOOR? WHAT IS A DOORWAY?**

A: For the purposes of our tournaments, all references to “Door” refer to the physical terrain piece. All references to “Doorway” refer to the area on the Arena board that indicates where a Door can be initially set up. Measurements to a door are measured to the physical terrain piece, measurements to a Doorway are made to the relevant printed area on the board.

**Q: FOR THE PURPOSES OF SCORING OBJECTIVES IN MISSIONS LIKE HIDDEN VAULT AND DESPERATE DESTRUCTION, CAN YOU SCORE AN OBJECTIVE IF THERE IS A CLOSED DOOR ON TOP OF IT?**

A: The wording of Objective Markers on page 48 in the *Kill Team Core Rulebook* clearly states: “Whenever you measure to or from an objective marker, unless stated otherwise measure to the centre of the marker,” On Page 7 of the *Kill Team Arena* book, under Doors it states, “Doors in the closed position block movement, visibility and measurements in the same way as a wall.” Page 6 of the *Kill Team Arena* book under Walls it states, “Distances cannot be measured through these walls.” Therefore in our tournaments, our official ruling is that you cannot score an objective in these missions unless the Door is Open.

**Q: DOES THAT MEAN I CANNOT SCORE DOMINATION OR SCOUT THE FIELD IN THE MISSION INTERLOPERS BECAUSE THE CENTER OF THE BATTLEFIELD IS INSIDE A WALL?**

A: Unfortunately as written the rules would not allow you to score these Arena Objectives in this mission, however our ruling is that would obviously be not how the rules were intended, so in our tournaments, our official ruling is that walls do not block the measurement of the center of the battlefield for the purposes of scoring these objectives.

**Q: IF A MODEL KILLS AN ENEMY MODEL IN CLOSE COMBAT AND IS BLOCKED BY A DOOR FROM THE CLOSEST ENEMY MODEL, BUT THAT MODEL IS STILL CLOSEST EVEN WHEN MEASURING A DIFFERENT DIRECTION, DOES YOUR CONSOLIDATE MOVE HAVE TO GO THE DIRECTION THAT ISN'T BLOCKED BY A DOOR?**

A: Yes.

**Q: IF A MODEL IS INSIDE A ROOM THAT IS COMPLETELY SEALED OFF BY CLOSED DOORS AND IT KILLS AN ENEMY MODEL IN CLOSE COMBAT, BUT ALL OTHER ENEMY MODELS ARE ON THE OTHER SIDE OF THE CLOSED DOORS IS IT ABLE TO PERFORM A CONSOLIDATE MOVE?**

A: No.

**Q: IF A MODEL'S BASE IS TOO BIG TO FIT THROUGH A DOORWAY IN ARENA (50MM+), BUT CAN FIT IN THE HALLWAYS ON EITHER SIDE OF THE DOOR, IS IT ABLE TO FIT THROUGH THE DOOR?**

A: Yes. Imagine he is squeezing to fit through the door.

**Q: IF A MODEL MAKES A NORMAL MOVE UP TO A DOORWAY AND THERE IS AN ENEMY WITHIN 1" OF IT ARE YOU ABLE TO MAKE AN ATTEMPT TO OPEN/CLOSE THE DOOR?**

A: In our tournaments, our official ruling is that you can make an attempt to open/close the door in this scenario.

## SECONDARIES

**Q: HOW BIG SHOULD BOUNTY HUNTER TOKENS BE?**

A: Bounty Hunter tokens at our tournaments should be no larger than 1" in diameter. The perfect token to use is the Commander Aura tokens included in the *Kill Team: Commanders* sets, however if you do not have these, the next best token is a quarter, or another token that is the same size.

**Q: CAN I SCORE MORE THAN ONE BOARD EDGE WITH MODELS IN MY DEPLOYMENT ZONE FOR SCOUT THE FIELD?**

A: In our tournaments, as long as you are within 1" of a board edge that does not extend outside of your deployment zone, you can only score 1 board edge with that model. It does not specify which board edge must be scored, however, so if you have 1 model in the corner and is within 1" of both edges, you can score the board edge that extends outside of your deployment zone, meaning you could score multiple board edges with models in your deployment zone as long as you use multiple models and they follow these restrictions.

**Q: CAN I PICK UP A BOUNTY FROM THE BOUNTY HUNTERS SECONDARY WITH A CONSOLIDATE MOVE?**

A: Bounty Hunters does not specify which kind of move is required to pick up a token, so in theory you could kill a model in close combat, drop a bounty hunter token, and then consolidate into the token using your consolidate move and pick up that token.

**Q: HOW MANY TIMES CAN I SCORE BOUNTY HUNTERS PER TURN?**

A: Bounty Hunters does not specify how many times it can be scored in a single turn, it only specifies how many models can pick up bounties on a single turn, so as long as you are using a different model to pick up a different bounty, you can pick up multiple bounty hunter tokens in a single turn. Obviously you are still limited to the usual 3 points per game.

**Q: DOES A TACTIC THAT TREATS A MODEL AS IF IT HAS CHARGED SUCH AS “TRICKERY AND DECEPTION” COUNT TOWARDS SCORING A SUCCESSFUL CHARGE IN VICIOUS ASSAULT?**

A: Even though the model is considered to have charged for the purposes of fighting in the Fight phase, it has not successfully charged, which is what is necessary in order to score the secondary. However if they use something such as “Dance of Death” to re-charge a model they were already in combat with, this would count towards scoring the secondary.

## TACTICS

**Q: IF A PLAYER USES DECISIVE STRIKE AND DECLARES A MODEL TO FIGHT FIRST, BUT THEN THE OTHER PLAYER ALSO USES DECISIVE STRIKE TO TRIGGER THE ROLL-OFF AND KILLS THE MODEL THE OTHER PLAYER DECLARED, DOES THE OTHER PLAYER HAVE TO FIGHT WITH THAT MODEL OR CAN THEY CHOOSE ANOTHER MODEL TO FIGHT WITH WHEN IT GETS BACK AROUND TO THEM?**

A: No. The other player can fight with any other model they currently have in combat. The Decisive Strike Tactic states “Pick a model from your kill team that is eligible to fight and fight with it before any other models.” It also states that the winner of the roll-off “goes first.” Since both picking and fighting with it are in the same sentence, going first would imply that you are doing both first. Therefore when it gets around to the other player they get to go second and pick a model and fight with it. If they have no other models in combat, however the CP is still spent and the tactic cannot be used.

**Q: WHAT ABOUT DECISIVE MOVE OR DECISIVE SHOT?**

A: All of the “Decisive” tactics are worded the same. Picking a model is part of the action and does not need to be declared before it is your turn to do the action.

**Q: IF THERE ARE TWO TACTIC CARDS THAT ARE THE SAME TACTIC BUT HAVE TWO SEPARATE CP COSTS, FOR EXAMPLE TRANSONIC ATTUNEMENT IS 1CP IN THE STARTER BOX AND 2CP IN THE THETA-7 BOX, WHICH IS THE CORRECT AMOUNT?**

A: In our tournaments, our official ruling is that the most recent card is the correct one. In this case, Transonic Attunement will be 2CP.

**Q: IF A TACTIC IS USED DURING ANOTHER TACTIC, DOES THE FIRST TACTIC HAVE TO RESOLVE FULLY BEFORE THE SECOND TACTIC CAN BEGIN, OR CAN A TACTIC BE USED WITHIN ANOTHER TACTIC?**

A: In our tournaments, you can use a tactic during another tactic, for example the Re-Roll tactic could be used during a tactic in which you have made some sort of shooting attack to re-roll the shooting attack made by the tactic, and would therefore be used before the first tactic has fully resolved.

## SPECIALISTS

**Q: IF I HAVE A SPECIALIST RETAINER MODEL SUCH AS GOTFRET DE MONTBARD, OR PIOUS VORNE, ETC. DOES THIS ALLOW ME TO TAKE A SECOND SPECIALIST OF THEIR TYPE IN MY KILL TEAM? FOR EXAMPLE GOTFRET IS A COMBAT SPECIALIST, DOES THIS MEAN I CAN TAKE A SECOND COMBAT SPECIALIST?**

A: No. Specialist Retainer is a special rule that allows you to take more than 3 specialists in your team, but does not modify the restriction for the maximum of a single type of specialist. So you can't have 2 Sniper specialists when you're bringing Rein & Raus, 2 Zealot specialists with Pious Vorne, etc...

**Q: DO SPECIALIST RETAINER MODELS COUNT AS SPECIALISTS TOWARDS SECONDARIES LIKE HIGH PROFILE TARGETS OR HEADHUNTERS?**

A: Yes.

**Q: CAN A VETERAN OPEN A DOOR USING THE VETERAN TACTIC?**

A: Only if he does so after making a Normal Move and not an Advance.

**Q: CAN A VETERAN CHARGE IN THE SAME ROUND THAT HE HAS DONE A VETERAN TACTIC ADVANCE?**

A: In our tournaments, our official ruling is a Veteran who has used Adaptive Tactics to Advance is allowed to Charge in the subsequent Movement phase.

**Q: CAN A VETERAN READY IN THE SAME ROUND THAT HE HAS DONE A VETERAN TACTIC ADVANCE?**

A: In our tournaments, our official ruling is a Veteran who has used Adaptive Tactics to Advance is allowed to Ready in the subsequent Movement phase.

**Q: CAN A VETERAN CHARGE USING THE VETERAN TACTIC?**

A: No.

**Q: IF TWO PLAYERS BOTH USE THE VETERAN TACTIC ADAPTIVE TACTICS AT THE SAME TIME, WHO GOES FIRST?**

A: The players must roll-off to determine who does their veteran move first in this scenario.

**Q: IF A MODEL HAS A WEAPON WITH A STRENGTH MULTIPLIER AND ALSO HAS THE ZEALOT SPECIALISM WHICH IS RESOLVED FIRST IF IT CHARGES? THE ADDITION OF THE +1 TO STRENGTH FROM THE ZEALOT SPECIALISM OR THE STRENGTH MULTIPLICATION FROM THE WEAPON?**

A: Multiplication and Division always happens before Addition or Subtraction, except for the unique situation of Strength modification. On Page 26 of the *Kill Team Core Manual*, the Strength section says “If a weapon lists a modifier such as ‘+1’ or ‘x2’, you should modify the user’s current Strength characteristic... to determine the weapon’s Strength.” Therefore, since the zealot ability adds the Strength in the Movement phase, the multiplication is resolved *after* the addition.

**Q: CAN A MEDIC STIMM-SHOT THEMSELVES?**

A: Yes.

**Q: WHAT IF A COMBAT SPECIALIST USES THE “UP AND AT ‘EM!” TACTIC TO FIGHT AFTER ANOTHER MODEL IN THIS ROLL-OFF SCENARIO? OR A DEATH WATCH PLAYER USES THE “ONLY IN DEATH DOES DUTY END” TACTIC? HOW DOES THE SEQUENCE RESOLVE?**

A: The Sequence is as follows for this scenario, or similar scenarios.

Player 1 & 2 announce they will use Decisive Strike

Roll-Off

Player 2 Wins

Player 2 Uses Decisive Strike

Player 1 fails save/injury Roll

Player 1 Uses Only In Death Does Duty End

Player 2 Uses Up And At ‘Em!

Player 1 Uses Decisive Strike (can choose any model to fight with).

If Player 1 has no models to choose Tactic cost is still spent but nothing happens.

The interrupts interrupt the original sequence and happen at the point at which they interrupt the sequence.

**Q: DOES YOUR COMBAT SPECIALIST HAVE TO BE ELIGIBLE TO FIGHT TO USE THE TACTIC “UP AND AT ‘EM!”?**

A: In our tournaments, our official ruling is since the wording of Up And At ‘Em!” reads “you can choose this model to fight next” they have to be eligible to fight, because the eligible to fight wording requires the model to have charged, have been charged, or be within 1” of an enemy model in order to be chosen to fight

## PSYCHIC

**Q: IF I HAVE INITIATIVE AND READY A MODEL, BUT THEN MY OPPONENT CHARGES THAT READIED MODEL, BUT THEN IN THE PSYCHIC PHASE I AM ABLE TO TAKE THAT MODEL THAT CHARGED OUT OF ACTION, IS THE ORIGINAL MODEL STILL READIED?**

A: For our tournaments, this model would still be considered “Ready” for choosing in the shooting phase as per the rules for readying a model, since the model has not yet moved since it was declared readied and did not begin the shooting phase within 1” of an enemy model.

**Q: IN THE ABOVE SCENARIO, SINCE I WAS SUCCESSFULLY CHARGED, EVEN THOUGH THE MODEL IS NO LONGER WITHIN 1” OF AN ENEMY MODEL, AM I STILL ABLE TO ACTIVATE IN THE FIGHT PHASE, ALA PILE IN, ETC?**

A: Since this model was successfully charged, rules as written would allow you to still activate and pile in during the fight phase, however we have deemed this not as intended, and have disallowed this specific interaction at our tournaments.

**Q: CAN A PSYKER SPECIALIST THAT CAN MANIFEST TWO OR MORE PSYCHIC POWERS USE “MENTAL FOCUS” TO MANIFEST AN ADDITIONAL POWER THAN THEY ARE ABLE TO NORMALLY MANIFEST?**

A: If you have one final Psychic Power you are able to manifest and use Psybolt, and then use the Mental Focus tactic, you can attempt an additional Psybolt even though that would put you over your total number of power manifestations.

**Q: IF A PSYKER ROLLS PERILS OF THE WARP, WHO ROLLS THE D3 AND THE INJURY ROLL FOR MORTAL WOUNDS?**

A: In our tournaments all rolls would be made by the Psyker, since the wounds are happening because of their use of the psychic power.

## IMPERIUM

**Q: CAN THE CONCEALED POSITION ABILITY FOR ADEPTUS ASTARTES UNITS LIKE INFILTRATORS AND ELIMINATORS ALLOW THEM TO BE SET UP CLOSER THAN 9" OF AN ENEMY DEPLOYMENT ZONE ON ARENA MAPS, BECAUSE YOU CAN'T MEASURE THROUGH DOORS AND WALLS?**

A: As written the Concealed Positions would allow this, however we have ruled at our events that any measurements pertaining to the board, or battlefield as a whole (e.g. Deployment Zones, Battlefield Edges, Center of the Board, etc.) do not get blocked via the door and walls for purposes of measurement. Therefore, you would still have to place your unit physically 9" away from the enemy Deployment Zone.

**Q: CAN I USE "ONLY IN DEATH DOES DUTY END" EVEN IF I AM NOT WITHIN 1" OF AN ENEMY MODEL?**

A: In our tournaments, since Only in Death Does Duty End says "fight as if it were your turn in the Fight phase," since the first step of "Fighting" is Pile In, if your model is killed in the Shooting Phase and it is within 4" of an enemy model, you can theoretically use Only in Death Does Duty End to Pile in 3" and do a normal Fighting Attack.

**Q: CAN I USE "ONLY IN DEATH DOES DUTY END" TO SHOOT IF I WAS TAKEN OUT OF ACTION IN THE FIGHT PHASE?**

A: Yes, but it would have to follow normal shooting rules, for instance you could not shoot if you charged or were charged that round, and you would only be able to use a Pistol weapon since you are within 1" of an enemy model, and it would have to target the nearest enemy model.

**Q: IF A SPACE MARINE FAILS A SAVE AGAINST AN ATTACK FROM A MULTI-DAMAGE WEAPON AND USES THE TACTIC "BATTLE BROTHERS" TO PASS OFF MORE THAN ONE MORTAL WOUNDS TO A NEARBY SINGLE-WOUND MODEL HOW MANY INJURY ROLLS ARE MADE?**

A: In page 33 of the Core Manual under Mortal Wounds it states "Each mortal wound inflicts 1 damage on the target model... If a mortal wound reduces a model to 0 wounds, any further mortal wounds directed against this model by this attack are not resolved." So only one injury roll would be rolled and it would be only one dice.

**Q: OMNISPEX AND AUSPEX DON'T INDICATE WHEN THEIR EFFECT EXPIRES, HOW LONG DOES IT LAST?**

A: At our tournaments, please add the following text before the last sentence of Omnispec and Auspex "Until the end of the phase."

**Q: CAN ONE INTERCESSOR, INTERCESSOR GUNNER, OR INTERCESSOR SERGEANT IN YOUR KILL TEAM TAKE AN AUSPEX?**

A: Yes.

**Q: WHAT HAPPENS FIRST, CANTICLES OF THE OMNISIAH OR A VETERAN MOVE?**

A: Technically they both happen at the same time, so it doesn't matter which you do first.

**Q: IF I FORGOT TO PICK MY CANTICLES OF THE OMNISIAH AT THE BEGINNING OF THE ROUND, WHAT DO I DO?**

A: If you forgot to choose your Canticle at the appropriate place of the round, you are forced to roll to choose the Canticle instead of picking yourself, and cannot apply that Canticle to any actions that have already happened that round.

**Q: CAN MODELS WITH THE "ADVISOR" RULE BE AFFECTED BY AN ORDER THAT IS ISSUED USING THE "SIR, YES SIR!" TACTIC, BECAUSE THEY ARE WITHIN 3" OF THE PICKED MODEL?**

Yes.

**Q: CAN MODELS OTHER THAN MODELS FROM THE MILITARUM TEMPESTUS SCIONS DATASHEET BENEFIT FROM THE MILITARUM TEMPESTUS SUBFACTION?**

No.

## CHAOS

**Q: CAN A DEATH GUARD PLAYER USE GRANDFATHER'S BLESSING, OR A HERETIC ASTARTES PLAYER USE BESEECH THE DARK GODS, ON A MODEL THAT IS SET UP IN RESERVES?**

A: The tactics both specify "Model in your Kill Team" and don't specify if it has to be on the battlefield, so it can be used on the model even if it is in Reserve.

**Q: DO KHORNE BEZERKERS HAVE TO DECLARE A MODEL IN A CHARGE TO BE ABLE TO FIGHT THEM WHEN USING "BLOOD FOR THE BLOOD GOD"?**

A: If a Bezerker activates Blood for the Blood God in a Battle Round in which it charged it can only direct attacks towards models that it is eligible to fight, but it can still do a Pile In move to pile in 3" to the nearest enemy model. If a Bezerker activates Blood for the Blood God in a Battle Round in which it didn't charge it can fight any model that it is within range to fight. If there are no models already within 1" it can use its Pile In move to pile in 3" to the nearest enemy model and then fight them.

**Q: IF A KHORNE BEZERKER DOESN'T CHARGE, BUT IS ACTIVATED WITH "DECISIVE STRIKE" OR "UP AND AT 'EM" ARE THEY ABLE TO USE "BLOOD FOR THE BLOOD GOD" TO FIGHT AGAIN IN THE HAMMER OF WRATH SECTION OF THE FIGHT PHASE?**

A: If a Bezerker didn't charge, it's not eligible to be chosen to fight in the Hammer of Wrath section of the Fight phase, so it can't be selected to fight again until the Fight for Your Lives section.

**Q: WHAT WARGEAR IS A DARK DISCIPLE SUPPOSED TO BE ARMED WITH?**

A: For our tournaments, Dark Disciples are not armed with any wargear.

## NECRONS

**Q: CAN THE NECRON TACTIC PRIME REANIMATION PROTOCOLS BE PLAYED AFTER AN INJURY ROLL? IF SO, HOW DOES IT INTERACT WITH THE INJURY ROLL?**

A: In our tournaments, our official ruling is that the Prime Reanimation Protocols Tactic does not specify at which point it has to be played, and can therefore be played after an injury roll is made. It can also be played before an injury roll is made. When using Prime Reanimation Protocols, the Necron player rolls a D6, and if that dice result is lower than the result rolled by the other player then it supersedes the injury roll rolled by the other player.

**Q: IF I USE MINDSHACKLE SCARABS ON A UNIT, DOES THAT MODEL STILL RETAIN ITS SUB-FACTION ABILITY?**

A: For our tournaments, the sub-faction ability is considered added to the unit's base profile, and therefore would carry over when mind-shackled. Also, any and all buffs given to that unit that last through the round/phase would carry over as well, however any buffs that are situational based on something such as an aura from a friendly unit, would not apply as the model is now considered an enemy unit for the shooting attack.

**Q: IF I USE MINDSHACKLE SCARABS ON A SPECIALIST, DOES THAT MODEL STILL RETAIN ITS SPECIALISM? CAN I USE THAT SPECIALIST'S TACTIC AS IF THAT MODEL WAS MY SPECIALIST?**

A: If you use Mindshackle Scarabs on a specialist, it retains all abilities associated with its specialism, and you can use tactics associated with it, such as "More Bullets" for a Heavy Specialist.

**Q: IF I USE MINDSHACKLE SCARABS ON A UNIT THAT IS WITHIN 1" OF MY UNIT CAN I STILL SHOOT WITH IT?**

A: For our tournaments, when the model becomes under the influence of Mindshackle Scarabs, it is now considered a friendly model, and is making a shooting attack, not being chosen to shoot, so it is able to shoot. However if another model from the same team as the model being mindshackled is within 1" of the model, the model can only make an attack if it has a pistol and must target the closest unit.

**Q: IF I USE MINDSHACKLE SCARABS ON A MODEL, CAN THE OTHER PLAYER STILL SHOOT WITH THAT UNIT?**

A: The *Kill Team Core Rulebook* states "No model can be chosen to shoot more than once in a Shooting phase." so using Mindshackle Scarabs on a unit uses up that model's shooting attacks for the duration of the phase.

**Q: IF I USE MINDSHACKLE SCARABS ON A UNIT AND FIRE A GRENADE WEAPON CAN THE CONTROLLING PLAYER STILL FIRE A GRENADE?**

A: For our tournaments, if a model fires a grenade weapon while under the influence of Mindshackle Scarabs, the team of the model that fired the grenade can still fire a grenade if another model on their team also has a grenade, as the grenade was technically fired under the Necron player's control. If Necrons had grenades, they would now not be able to fire them after making the grenade attack via the mindshackled unit.

## TAU

**Q: WHO ROLLS THE INJURY ROLL FOR THE DRONE AFTER USING SAVIOR PROTOCOLS?**

A: The recent kill team FAQ changed the wording of Savior Protocols to indicate that the drone has "intercepted the attack," which has led people to wonder if the enemy model is now responsible for the injury roll. Since Games Workshop has still left the Designer's Commentary wording that the Tau player rolls the injury roll, at our tournaments we are still ruling that they are in charge of the injury roll if a wound is put onto a drone through Savior Protocols.

**Q: DO I GET TO SCORE CUT APART OR DEATH FROM AFAR IF A DRONE IS TAKEN OUT OF ACTION USING SAVIOR PROTOCOLS?**

A: Savior Protocols is made by the Tau player, so for all scoring purposes the Tau player is actually taking the drone out of action and not the opposing player. Since the damage is being sent not via a shooting or melee attack neither secondary could be scored by either player in this scenario.

**Q: CAN THE DS8 TACTICAL SUPPORT TURRET OPEN DOORS? IS IT ELIGIBLE FOR SAVIOR PROTOCOLS?**

A: Since the data sheet it is on has the Infantry keyword, the DS8 Tactical Support Turret can open a door, and is eligible for savior protocols.

## GENESTEALER CULTS

**Q: DOES CULT AMBUSH COUNT AS A NORMAL MOVE?**

A: Yes.

**Q: IF A GENESTEALER CULT PLAYER USES THE TACTIC THE CULT INNUMERABLE TO BRING A MODEL BACK THAT HAS ALREADY GONE OUT OF ACTION DOES IT COUNT AS GOING OUT OF ACTION FOR THE PURPOSES OF SCORING PRIMARIES AND SECONDARIES?**

A: Yes.

**Q: IF A GENESTEALER CULT PLAYER USES THE CULT INNUMERABLE TO BRING A MODEL BACK THAT HAS ALREADY USED A DEMOLITION CHARGE, CAN THE MODEL USE THE DEMOLITION CHARGE AGAIN.**

A: Yes, since it's considered a new model.

**Q: IF A MODEL CAME IN A KILL TEAM BOX SET WITH A DATACARD THAT IS NOT TECHNICALLY LEGAL IN THE CORE RULEBOOK, CAN THAT MODEL STILL BE USED. FOR INSTANCE THE ACOLYTE FIGHTER "GROUST GORL" FROM THE STARN'S DISCIPLES EXPANSION?**

A: If a model from a Kill Team box set has different attributes that can't be built via the normal rulebook, that model can still be included on your roster, but must be considered a "special character." That means in order to include it in a tournament, you must use the specific name of the character that is written on the datacard and you must include the exact wargear described in the datacard that was included in the box set.

**Q: IF I CAST PARALYZING HYPNOSIS ON A MODEL ARE THEY ABLE TO USE DECISIVE STRIKE TO STILL FIGHT FIRST IN THE FIGHT PHASE?**

A: For our tournaments, this model would not be considered "eligible" to be chosen for Decisive Strike, so you wouldn't be able to use the tactic to negate the effects of Paralyzing Hypnosis.

**Q: IF A SANCTUS SHOOTS A MODEL WITH THE SILENCER SNIPER RIFLE WHO ROLL THE PERILS OF THE WARP ROLLS?**

A: In this special situation, the Genestealer Cults player would roll the Perils of the Warp rolls.

**Q: IF A SANCTUS SHOOTS A PINK HORROR WITH THE SILENCER SNIPER RIFLE DOES THE MODEL STILL SUFFER PERILS OF THE WARP, SINCE IT AUTOMATICALLY GOES OUT OF ACTION WHEN IT IS REDUCED TO 0 WOUNDS?**

A: Since attacks are all resolved before the injury roll step, and attacks still left unresolved are discarded, the Pink Horror would still be on the board to be subject to the Perils. Since the Perils cannot give them any wounds, it will automatically do D3 mortal wounds to every model within 3" (including the newly spawned Blue Horrors.).

## ELDAR

**Q: CAN AN ELDAR UNIT WITH BATTLE FOCUS FIRE A GRENADE AFTER ADVANCING?**

A: For our tournaments, Eldar are considered being stationary and can fire all weapons (except Heavy weapons) as though they were stationary that round. That includes grenades.

**Q: IF MY MODEL IS WITHIN 1" OF AN ENEMY MODEL AND SHOOTS A PISTOL AND KILLS THE ENEMY MODEL AND THERE ARE NO OTHER MODELS WITHIN 1" CAN I USE FIRE AND FADE TO MOVE?**

A: Yes.

**Q: FIRE AND FADE SAYS I CAN MAKE A NORMAL MOVE OF UP TO 7". DOES THIS MEAN IF MY MODEL HAS A NORMAL MOVE LESS THAN 7" I CAN MOVE 7"?**

A: No, if a model has a movement less than 7" it is restricted to its normal move characteristic, but if it usually has a movement more than 7" it is restricted to only 7".

**Q: CAN I HAVE WYCHES, KABALITES, AND HAEMONCULI ON A SINGLE TEAM? HOW DO SUB-FACTIONS WORK IN THIS SCENARIO?**

A: For our tournaments, you can make a roster that has all three obsession types on it, and each one can have a separate sub-faction associated with its type, but if you bring more than one type in a single game, the entire team does not benefit from any sub-factions. The only way to benefit from a sub-faction would be to create a mono-build of one type (the mono-build can obviously still include Blades for Hire as normal with no sub-faction penalty).

**Q: THE ELITES BOOK SAYS THAT I CAN ONLY TAKE WYCHES IN A WYCH CULT, KABALITES IN A KABAL, ETC., BUT DOES NOT LIST WHICH ONE IS WHICH?**

A: For our tournaments please consult the following list for which obsessions refer to which keyword:

KABAL	WYCH CULT	HAEMONCULUS COVEN
Kabal of the Black Heart	Cult of Strife	The Prophets of Flesh
Kabal of the Flayed Skull	Cult of the Cursed Blade	The Dark Creed
Kabal of the Poisoned Tongue	Cult of the Red Grief	Coven of Twelve
Kabal of the Obsidian Rose		

**Q: WHEN CAN I USE THE HARLEQUIN TACTIC “DANCE OF DEATH”?**

A: This Tactic may be used at any time during the Movement phase.

## DAEMONS

**Q: ARE BLUE HORRORS AND BRIMSTONE HORRORS PSYKERS?**

A: Yes. All models in the data sheet for “Horrors” are Psykers.

**Q: IF A PINK HORROR IS KILLED BY PERILS OF THE WARP, DO THE BLUE HORROR MODELS THAT SPAWN FROM THE “SPLIT” RULE SUFFER D3 MORTAL WOUNDS?**

A: The sequence for this is as follows: The Psyker rolls Perils of the Warp by rolling double ones or sixes. The Psyker suffers D3 mortal wounds. 2 new Blue Horrors are placed within 1/2 an inch of the Pink Horror. The Pink Horror causes everything within 3" of itself to immediately suffer D3 mortal wounds. Remove the Pink Horror from the board. Resolve the mortal wounds on any other models in range. Replace the two Blue Horrors with two pairs of Brimstone Horrors.

**Q: IF A PINK HORROR OR BLUE HORROR IS COMPLETELY SURROUNDED WHEN IT ROLLS PERILS OF THE WARP, SO THAT THERE IS NO ROOM TO PLACE THE SPAWNING HORRORS, HOWEVER PERILS OF THE WARP KILLS SOME OF THE UNITS SURROUNDING THEM SO THERE IS NOW SPACE, CAN I PLACE THE HORRORS?**

A: Since the previously mentioned sequence requires you to place the new Horror models down before resolving any mortal wounds on other models, they would be unable to be legally placed in this scenario.

**Q: IF A PINK HORROR OR BLUE HORROR IS KILLED IN OVERWATCH, WHAT HAPPENS? CAN THE BLUE/BRIMSTONE HORRORS THAT REPLACE IT STILL MOVE? ARE THEY ABLE TO CHARGE ME?**

A: If a Pink Horror or Blue Horror is killed, the newly spawned Blue Horrors or Brimstone Horrors are now subject to the Reinforcements rules on page 25 of the Kill Team Core Manual.

**Q: IF A PINK HORROR OR BLUE HORROR DIES AND THE NEWLY SET UP BLUE HORROR/BRIMSTONE HORROR IS PLACED WITHIN 1" OF A DOOR, CAN THEY THEN ATTEMPT TO OPEN IT?**

A: Only if they are placed from the split during the movement phase and are not within 1" of an enemy model.

**Q: CAN A BLUE HORROR OR BRIMSTONE HORROR BE SET UP WITHIN 1" OF AN ENEMY MODEL?**

A: Yes (assuming they can be set up in the space available)

**Q: DOES A BLUE HORROR OR BRIMSTONE HORROR HAVE TO BE INDICATED ON MY COMMAND ROSTER?**

A: No. They are a special unit that does not need to be indicated on your Command Roster in order to be used in-game.

**Q: IF A PINK HORROR OR BLUE HORROR IS SHAKEN AND THEN DIES, ARE THE BLUE/BRIMSTONE HORRORS THAT REPLACE IT STILL CONSIDERED SHAKEN?**

A: If a Pink Horror or Blue Horror is killed, the newly spawned Blue Horrors or Brimstone Horrors are no longer shaken until they fail their own shaken test at the end of the Battle Round.

## OTHER

**Q: ELUCIDIAN STARSTRIDERS CAN ONLY TAKE 100 POINTS MAX. HOW CAN I PLAY WITH THIS TEAM IN 100+ POINT GAMES?**

A: For our tournaments, there is no max on the number of regular Voidsmen you can bring in an Elucidian Starstriders list.

**Q: CAN I BRING MORE THAN ONE KROOTOX RIDER?**

A: For our tournaments, there is no max on the number of Krootox Riders you can bring in a Kroot list.

**Q: HOW DOES THE GELLERPOX MACHINE GLITCH TACTIC WORK IN ARENA SINCE THERE IS NO ROLL OFF?**

A: For our tournaments, this tactic can be used to add +3 to the roll to block the door, making it possible to block the opposing player opening a door on a roll of 2+.

**Q: WHAT IS THE CORRECT STAT-LINE FOR INQUISITOR EISENHORN?**

A: Inquisitor Eisenhorn's stat-line was incorrectly printed in the physical copy of the July 2019 White Dwarf, so for our events please use the copy found in the digital copy of the July 2019 White Dwarf.



**Created by Kill Team Stream**  
**[www.KillTeamStream.com](http://www.KillTeamStream.com)**

Have questions for us about our events or rules? Email us at [killteamstream@gmail.com](mailto:killteamstream@gmail.com)