



UNIVERSAL RULES UPDATES

VERSION 1.1

Legal for matched play from 26th August 2026

This document presents rules updates with a broader scope than the individual Faction Packs, designed to improve the way certain core mechanics or Codex rules function across all factions.

MODIFYING A STRATAGEM'S CP COST

Rules that enable you to target a friendly unit with a **stratagem** for OCP, but that do not specify the name of the **stratagem**, instead reduce the CP cost of that use of that **stratagem** by 1CP.

STRATAGEMS THAT CAN BE USED MORE THAN ONCE PER PHASE/TURN

Parts of a rule that allow a player to use a **stratagem** even if they have already targeted another unit with that **stratagem** in the same phase can only be used if the name of the **stratagem** is specified in that rule. Similarly, if a **stratagem** is limited to one use per player per turn, per battle round or per battle, such parts of that rule can only be used if the name of the **stratagem** is specified in that rule.

STRATAGEMS THAT PREVENT UNITS FROM BEING TARGETED

If a **stratagem** has an effect that says the target unit 'can only be selected as the target of a ranged attack if the attacking model is within 12"', or 'cannot be targeted by ranged attacks unless the attacking model is within 12"', that effect is changed to say 'can only be selected as the target of a ranged attack if the attacking model is within 18".'

STRATAGEMS THAT ADD NEW UNITS TO YOUR ARMY

If a **stratagem** has the effect of adding 'a new unit to your army that is identical to your destroyed unit', add the following Restriction to that **stratagem**: 'RESTRICTIONS: You can only use this **stratagem** once per battle.'

MOVE TYPES FOR DISEMBARKING UNITS

- If a rule allows a unit to be **eligible to declare a charge** after disembarking from a **TRANSPORT** model that made a **normal move** that turn, that unit makes an **assault disembark move** (18.06) for that disembarkation (instead of a **disembark move**).
- If a rule allows a unit to disembark from a **TRANSPORT** model that made an **advance move** that turn, that unit makes a **shock disembark move** (18.07) for that disembarkation (instead of a **disembark move**).