

WARHAMMER®
40,000

CONQUEST™

THE CARD GAME



FREQUENTLY ASKED QUESTIONS 1.0

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This document contains card clarification, errata, rule clarifications, and frequently asked questions for Warhammer 40,000: Conquest. All official play and tournaments will use the most recent version of this document to supplement the Warhammer 40,000: Conquest tournament rules and Rules Reference Guide.

RULEBOOK ERRATA

Rules Reference Guide

Section 3.2.10 (p. 26)

The first sentence should read: “If a player controls at least one ready unit in a battle at the beginning of a combat turn...”

RULES CLARIFICATIONS

1. Draw, Search, and Reveal

(1.1) Drawing Multiple Cards

When a player draws multiple cards (e.g. drawing two cards during the headquarters phase), he draws them simultaneously. This is important for effects that may trigger from cards being drawn.

If both players must draw all the cards remaining in their decks at the same time, the game ends in a draw, even if one player had fewer cards remaining in his deck.

(1.2) Duration of “Reveal”

Whenever cards are revealed, they remain revealed until they arrive at their final destination as specified by the effect that caused the card to be revealed, or until the card effect is fully resolved.

(1.3) Result of Search

When resolving an effect that searches a deck or part of a deck, a player is not required to find the object of the search.

2. Game Play

(2.1) Infinite Loops

If it is possible, with certain card combinations, to create an “infinite loop,” then when executing an infinite loop the resolving player must follow these two steps:

1. Clearly display the infinite loop to the opponent (and tournament judge, if the opponent requires it). The player must use all cards involved and demonstrate one full cycle of the infinite loop.

2. State how many times he wishes to execute this loop. For example, the player could say “I will execute this loop forty thousand times.” Then resolve the loop that many times instantly. If the execution of this loop causes the player to win the game, the game is over and the executing player wins.

Infinite loops should never be abused to cause the game to stall.

(2.2) Ownership of Out of Play Cards

A card must always be placed in its owner’s designated out of play areas. If a card owned by one player would ever be put into an out of play area belonging to an opponent, it is placed in its owner’s equivalent out of play area (hand, deck, or discard pile). Other abilities cannot affect which player’s out of play area a card is placed.

(2.3) Warlords at the End of the Combat Phase

As the last step before the combat phase ends, if the warlord is still at a planet for any reason, return the warlord to your HQ, maintaining its state.

3. Card Effects and Abilities

(3.1) Cancellation of Effects

Effects that are canceled are still considered to have been initiated or played. Only the effects are canceled. Any costs have still been paid, and are not returned or refunded.

When a card effect is cancelled, steps 1-5 of the “Initiating Abilities/Deploy Cards” process (Rules Reference Guide) are still performed. The only part of the process that is stopped is step 6, the resolution of the effect. This means that all costs for the effect are still paid regardless of the cancellation.

(3.2) Discard Pile

You may not change the order of cards in any discard pile. You may look at any player’s discard pile at any time.

If multiple cards would be put into a discard pile simultaneously, the owner of the cards decides the order in which they are placed.

(3.3) Movement and Committing

When a unit is committed to a planet it moves to that planet. However a unit that only moves to a planet is not committed to that planet.

Routing, retreating, and deploying are not considered to be “moves.”

(3.3) Event Card Abilities

Event card abilities by their nature are used from an out-of-play state and are initiated when the event card is played from a player’s hand.

Some event card abilities can be initiated from different out-of-play states, but only if the ability itself (or another effect) explicitly enables its initiation from the out of play state.

(3.4) Initiation of Card Abilities

In order to trigger a card ability, the possibility that at least some aspect of that card ability’s effect might successfully resolve must exist. (In other words, card abilities cannot be initiated just to pay the cost.) If, given the current game state, it is impossible for at least one aspect of the effect to resolve, the ability cannot be triggered. This check is made during step one of Initiating Abilities (see pages 8-9 of the Rules Reference Guide), when all play restrictions are checked.

(3.5) Establishing a Triggering Condition

A triggering condition is a defined specific occurrence that takes place in the game.

Once a triggering condition is established during the course of the game, the facts of that triggering condition cannot be altered. However, the game state may change in such a way that an ability’s relation to a triggering condition (regarding whether or not that ability meets the requirements of the triggering condition) is altered.

(3.6) Responding to Triggering Conditions

An individual triggered ability can only be used once in response to a triggering condition. However, multiple instances of the same triggered ability can be used in response to one triggering condition.

(3.8) Simultaneous Relocation and Exhaustion

When an effect causes a unit to change location while it is simultaneously being exhausted (e.g. routing or retreating from a battle) players may respond to the unit being exhausted in the following ways:

–Interrupts may trigger as if the unit is being exhausted at its starting location.

–Reactions may trigger as if the unit is being exhausted at its ending location.

FREQUENTLY ASKED QUESTIONS

I have an Iron Halo (Core Set 028) attached to Veteran Brother Maxos (Core Set 019) and I have exhausted it to prevent the damage from an attack. At the end of the combat round, does the Iron Halo ready along with Maxos?

No. Attachments ready and exhaust independently of the cards they are attached to. Attachments do not ready at the same time as their attached units do at the end of each combat round. The attachment will ready along with the rest of the cards in play during the headquarters phase, or when readied by a separate effect.

I have a unit with Gun Drones (Core Set 158) attached to it. When a command struggle occurs at the planet where the attached unit is located at, do I count the Gun Drones' command icon on my side of the command struggle?

No. The Gun Drones are simply acting as an attachment that gives the attached unit Area Effect (2). Its command icons are not counted toward a command struggle.

Can I deploy a Gun Drones (Core Set 158) using Ambush Platform's (Core Set 168) Combat Action?

Yes. The constant ability of the Gun Drones lets them be deployed as an attachment and the Ambush Platform lets you deploy an attachment. This would not work if the Ambush Platform put an attachment into play from your hand.

Is damage removed at the end of a round?

No. Damage remains on a unit until it is removed by a card or game effect or until the unit leaves play.

Both my opponent and I are playing Ku'gath Plaguefather (Warlord Cycle 009) and have 2 Ku'Gath's Nurglings (Warlord Cycle 024) in our HQ. At the beginning of the command phase we both commit our warlord to the same planet, and bring our Nurglings with them. What happens?

All of your units arrive simultaneously and the Nurglings forced reactions will attempt to trigger simultaneously. However, these reactions cannot trigger and resolve at the same time, thus you follow the rules outlined on page 12 of the Rules Reference Guide (see "Priority of Simultaneous Resolution") that state "If two or more effects would resolve simultaneously, the player with the initiative determines the order in which they resolve." So the player with the initiative chooses one of the reactions to trigger and resolves it, and continues to do so until there are none left to resolve. If one of the units waiting to react to the triggering condition is destroyed by another effect before it gets the chance to trigger its reaction, the unit will never be able to trigger its reaction due to the rules on page 8 of the Rules Reference Guide (see "In Play and Out of Play") that state "Card abilities can only be initiated or affect the game from an in play area unless they specifically refer to being used from an out of play state." This means that the player with initiative can destroy each of his opponent's Nurglings before any of them have the chance to trigger.

I have a Daring Assault Squad (Core Set 016) with the keyword Area Effect (2) at a planet where my opponent controls a Hellion Gang (Core Set 107) that has the Flying keyword. I use my first combat turn to use the Assault Squad's Area Effect. How much damage is assigned to the Hellion Gang?

2 damage is assigned to the Hellion Gang. The Hellion Gang's Flying ability only works against attacks that are actually declared against it. The Daring Assault Squad's Area Effect is not a declared attack and is counted as being dealt by a card effect. Thus, the damage is not prevented by the Flying keyword.

My opponent and I send our warlords to the same planet and I have the initiative token, but after the first combat round I retreat my warlord back to my HQ. When the next combat round begins does my opponent have the initiative since his warlord is still at that planet?

No. Initiative is determined at the beginning of a battle and remains the same throughout each combat round.

I have Haemonculus Tormentor (Core Set 106) at the planet Atrox Prime and my opponent uses the card Suppressive Fire (Core Set 048) and exhausts a Guardsman token he controls at that planet to exhaust my Haemonculus Tormentor. Can I still use the Tormentor's ability to increase its ATK, even if it is exhausted?

Yes. Being exhausted does not stop a card from using its abilities. If, however the card requires you to exhaust it as part of the cost for that ability you will be unable to pay that cost (thereby making you unable to use the ability), as the card is already in an exhausted state.

A battle begins at the planet Iridial where I have only a Deathwing Guard (Core Set 023) and my opponent has only a Sniveling Grot (Core Set 058). I have the initiative and attack my opponent's unit, destroying it. Now that my opponent has no units left, when does the battle end?

A battle ends when a unit would attack, but there are no enemy units at the planet where the battle is occurring. In this example, since your Deathwing Guard is exhausted, you end the current combat round, ready each unit at the planet, and have the option to retreat your unit. Then, a new combat round begins. When your Deathwing Guard would attack in this combat round you instead win the battle as long as your opponent still has no units at the planet.

I commit Ragnar Blackmane (Warlord Cycle 001) to the planet Y'varn and my opponent commits his warlord, Eldorath Starbane (Core Set 006), to the planet Plannum. In reaction to this commitment, my opponent uses the event Foresight (Core Set 125) to commit Eldorath Starbane to the planet Y'varn. Can I use Ragnar Blackmane's reaction now that they are at the same planet?

No. A triggering condition in which Ragnar Blackmane was just committed to a planet with no enemy warlord has been established. The triggering condition described by Ragnar Blackmane's reaction is "After your warlord commits to a planet with an enemy warlord." Such a requirement has not been met. Subsequently moving Eldorath Starbane to the planet cannot alter or change the facts of the triggering condition that has been established by

Ragnar Blackmane's commitment, as noted by entry 3.5 in this FAQ document. Therefore, you cannot trigger Ragnar Blackmane's ability in this situation.

I deploy Sicarius's Chosen (Core Set 008) to the planet Barlus. In reaction to this deployment, I trigger its reaction to move my opponent's Syren Zythlex (Core Set 115) from the adjacent planet Atrox Prime to the planet Barlus. Can my opponent use Syren Zythlex's reaction to exhaust Sicarius's Chosen?

Yes. A triggering condition in which Sicarius's Chosen was just deployed at the planet Barlus has been established. In reaction to this deployment, the ability on Sicarius's Chosen resolves and moves Syren Zythlex to Barlus. The opportunity to react to this move is passed by both players, and they continue with reaction opportunities to the original triggering condition, which was the deployment of Sicarius's Chosen at the planet Barlus. Note that this triggering condition has not changed. Syren Zythlex is now at the planet Barlus and the triggering condition described by her ability is "After an enemy unit is deployed at this planet." Such a requirement has been met. Therefore you can trigger Syren Zythlex's ability in this situation.

My opponent sends his warlord Aun'shi (Warlord Cycle 045) to a planet where he controls a Fire Warrior Strike Team (Core Set 155) with a Gun Drones (Core Set 158) attached. When the battle starts at that planet he uses his first combat turn to use the Area Effect ability on the Fire Warrior Strike Team to deal damage to all of my units at that planet. Can I shield the damage from that Area Effect ability, even though my opponent's Fire Warrior Strike Team has Armorbane from Aun'shi?

No. While the Fire Warrior Strike Team is not declaring an attack against an enemy unit, it is considered to be attacking as per the entry for "Area Effect (X)" on pg. 3 of the Rules Reference Guide. The entry for Armorbane on the same page states that "While a unit with the Armorbane keyword is attacking, the opposing player cannot use shields to prevent damage." So the Armorbane keyword is in effect while the Fire Warrior Strike Team deals

damage to your units with the Area Effect keyword, preventing you from shielding your units.

I control Ragnar's Warcamp (Warlord Cycle 004) and both my warlord Ragnar Blackmane (Warlord Cycle 001) and my opponent's warlord are at the same planet. I use Ragnar Blackmane to attack my opponent's warlord. How much damage will Ragnar Blackmane deal if my opponent doesn't prevent the damage in any way?

*4 damage. Ragnar Blackmane is a **Space Wolves** unit and is at the planet with your warlord. Thus, he meets all the conditions specified by Ragnar's Warcamp and will benefit from its doubling effect.*