



## Warhammer 40,000 Throne of Skulls Grand Tournament

House Rules Document  
Updated 01/09/2008

If you have a rules query regarding the Warhammer World's Warhammer 40,000 Throne of Skulls Grand Tournament we recommend that you check all of the relevant rules resources which are:

- The Warhammer 40,000 Rulebook
- The appropriate Warhammer 40,000 Codex
- The Official Warhammer 40,000 Errata:  
<http://uk.games-workshop.com/news/errata/3/>
- The Throne of Skulls Grand Tournament Pack

### Using this Document:

This document is a living document, meaning it can and does get updated and changed periodically. The latest update date is listed at the top of the document. Any new additions to the document can be found in **red text**. A question that is no longer relevant will be ~~struck through~~.

If you feel that these resources do not answer your question then this list of Grand Tournament House Rules may help. Please remember that these house rules apply to the Grand Tournaments only, and are not considered official errata outside of these events. Finally, if this document doesn't help you, feel free to contact us with any question you may have.

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Good Luck!

A handwritten signature in black ink that reads "A. Joyce".

**Andy Joyce**  
Warhammer World Events Manager

## GENERAL NOTES:

### CODEX SPACE MARINE:

Please Note: For this year's heats, the current version of the Space Marine Codex will be in use for heat one only.

The new Space Marine codex will come into play from Heat two onwards.

### CLARIFICATION TO THE SCORING SYSTEM

Due to some confusion from players regarding how scoring works in the pack, here is a clarification to the Deciding Who Wins the Tournament section.

Generalship and Tournament points are slightly different;

- **Tournament Points** are all of the points you score during the event which give you your overall score.
- **Generalship Points** are those points you gain from each game played which determine your ranking. These are based on the victory conditions set put in the scenarios you play.
- **Victory Points** are scored as per the rules in the Core rule book.
- **Kill points** are scored during the scenarios you play and dictate whether you achieve victory or not.

Generalship points decide your ranking; in the event of a tie, we will use your cumulative Victory points as a tie breaker, then your cumulative kill point score.

1. I have printed off the FAQ from your website, should these be used for all forces? Yes

~~2. How do you decide which mission you are playing against which opponent & whether you are playing escalation? All players are informed at the start of the game.~~

3. With the gaming tables being pre-designed battlefield with fixed scenery, if following your guidelines, does this mean that there will be a reasonable amount of scenery with the central 2 square foot having a large terrain piece on it, or will they be empty of terrain e.g. a shooting match? There will be enough terrain to cover ¼ of the table as per previous tournaments. This will then be arranged at the referees' discretion.

4. Which special characters am I allowed to take? Can I take characters such as the C'Tan, or only those that have entries in the actual army list, as per the new Eldar and Dark Angels Codexes? For the purpose of the Warhammer World 40K Throne of Skulls Grand Tournament, all special characters that feature in a current printing codex may be used. As always, all restrictions must be followed when including these characters in your army.

~~5. If you tank shock a unit in such a way that they can't get out of the way (due to other units and boards edges) what happens to them? The tank stops to allow the unit to remain on the board. See p68 for the rules on Tank Shock, then the rules for Falling back on p45 of the rule book.~~

~~6. Which models start the game on the board during an Escalation mission? Only models with the troop type "Infantry", and no dedicated transport, are deployed on the board at the start of the game. All of these models MUST be deployed on the board—they may not be held in reserve.~~

~~7. Can I infiltrate in an escalation mission and charge on the first turn 6" + D6 + 12"? Yes~~

8. **Can a unit that is pinned pass or enact psychic powers? (E.g. can a pinned seer council cast fortune on itself? And guide on another unit?)** No. See the rules for Pinning on p31 and Going to Ground on p24 of the core rules.

9. **Can a crew stunned (cannot move or shoot) vehicle enact other abilities? (E.g. Necron Monolith – can this use the portal if stunned. But contrast the answer to “can a vehicle with demonic possession “heal” a weapon if stunned?”).** See p61 of the rule book. It may use any other ability that is not considered moving or shooting.

~~10. Where do I measure the range of a vehicle for the purposes of claiming objectives? Does the entire model have to be in range? Measure from the vehicles hull for the purposes of claiming objectives. The entire model must be within range in order to capture Loot Counters in Secure & Control, to count as being in the opponent's deployment zone in Recon or to secure the centre of the board in Take & Hold. In order to contest/claim a table quarter in cleanse the rules in the scenario will apply. Please see p91 of the rule book 'Seize Ground' – you control an objective if you are within 3" of it.~~

11. **If in the last turn of a game a vehicle is crew stunned does it count as immobile for the purposes of VP scoring?** No. The rules for Crew Stunned state that the vehicle may not move or shoot in its next turn therefore it is unaffected at the end of the game.

~~12. If a concealed unit attempts to spot another concealed unit does the unit attempting to spot the enemy lose its concealment? No.~~

13. **If a fleeing unit (or a Tyranid unit outside synapse range) chooses to fleet, can it move in any direction or must it follow the direction of its compulsory movement?** ~~It must follow the direction of its compulsory movement.~~ Fleet may only be used during the shooting phase, as per the rules on p75 of the rule book. Fleeing units follow the rules on p45 of the rule book. Tyranids must follow the rules on p28 of their codex for Instinctive behaviour i.e. they will fall back towards the nearest Synapse creature. Or if none on the board, towards the nearest Tyranid table edge.

14. **Can a unit fleet on the turn it enters from reserves?** Yes

15. **When a multiple-wound unit (that already contains a wounded model) suffers a wound that will cause instant death, is the owning player compelled to put it on an unwounded (whole?) model or can they choose to place it on the already wounded model?** Where possible, they must remove unwounded (whole) models when wounded with 'instant death'.

16. **If a model with a Rapid Fire weapon moves and fires at a target unit within 12", up to what range can the defending player remove casualties from this weapon? At the "range" of the weapon (typically 24" or 30"), or is the 12" limitation the de facto "range" that turn?** Models should be removed within the Rapid fire range of the weapon, i.e. 12".

17. **Is a model that moved with a Rapid Fire weapon allowed to fire only once at a target within 12" instead of twice (say, to avoid "Gets Hot")?** ~~Only if it remained stationary during the turn, otherwise, it must shot twice as per the Rapid Fire rules. P28 Rapid Fire Weapons; 'up to 12" = 2 shots – if the model moves then it can only fire 2 shots up to a range of 12".~~

18. **If a model armed with a 'gets hot' rapid fire weapon shoots suffers multiple get hot results (e.g. shoots twice and rolls a 1 and a 2), does it make a single saving throw or**

**one for each get hot result?** P31 – Gets Hot; for each result of a 1 the firing model suffers a wound (normal saves apply).

**19. If a unit has models in the open, as well as in multiple pieces of cover, which cover save applies?** If more than 50% of the unit is in cover, the unit counts as being in cover. If a majority of models are in one particular piece of cover, that save applies. If an equal number of models are in different cover, each time the unit is shot at, roll a D6 to determine which cover save is used for that round of firing. See p22 – Units in cover section.

**20. Can you shoot at enemy units through the legs of a vehicle with a base such as a sentinel, dreadnought, or monstrous creature?** No, as the base itself is used to determine what LoS is blocked, you would not be able to shoot through the legs of a model. See p16 Check Line of Sight and Pick a Target; follow the rules as written for true line of sight.

**21. Page 37 of the rulebook says: "You may not move models within 1" of enemy models from any unit they are not charging." If two units are interspersed in a way that it is impossible to get into base contact with a model in either unit without coming within 1" of a model from the other unit (this is easily possible if all the models in both enemy units are in base contact with each other), can a single model or unit still initiate this charge?** For the purposes of the 40k Grand Tournament, this will be dealt with on a case by case basis.

**22. When a vehicle transporting a unit is blown up it becomes a wreck. Can the passengers therefore disembark into the wreck, for example if access ports are blocked? If the Vehicle is annihilated and replaced by crater can the passengers disembark into the crater?** No, models must disembark from the vehicle as per the main rulebook on p67. Any models that leave must take a Pinning Test. Any that can't leave are considered to be destroyed. After this the vehicle is considered to be a wreck.

**23. Does an Independent Character (from an older codex) that takes a retinue fully lose their Independent Character status, or do they simply follow the rules for "Retinues" as found on page 51 of the rulebook instead? Or is this determined on a codex by codex basis (for example, Tau seem to lose their Independent Character status if they take a retinue while Black Templars, Space Marines and Tyranids do not)?** It is determined on a codex by codex basis. See the rules on p48 – Independent Characters and Joining a Unit; Follow the rules in the Retinues section.

**24. When an Independent Character is joined to or part of unit and that unit is wiped out by shooting at what point does the character become independent, and can enemy units that fired at the unit still assault the remaining character?** As soon as the last model in the unit is killed the character will return to being independent. Units may still assault the character if they shot at the original unit.

**25. When Independent Characters are joined to, or part of a unit, and that unit is wiped out by shooting or close combat, does the character still have to take Morale and Pinning tests as if he was part of the unit (including the -1 Ld modifier for the unit being under 50% strength)?** No, he returns to being an independent character and would test as normal.

**26. Do embarked units give up full Victory Points to the enemy at the end of the game?** Only if the unit complete with transport has been destroyed.

**27. Can embarked units still capture objectives/table quarters?** No, an embarked unit does not give up full VPs at the end of the game; however it can capture table quarters and/or objectives from within the transport. See p 90 – Select a Mission; Units of troops embarked in a transport can control objectives. Measure the distance to the vehicle's hull.

- 28. When do you roll for reserves, and at what point do those models have to come onto the board?** See p94 of the rulebook. All reserve rolls are made at the start of the turn's Movement phase, before anything else. Once you have determined which units will be available that turn, they may move on from the table edge during your movement phase.
- 29. What constitutes the Deployment Zone board edge for the purposes of deploying reserves for both Corner and Long Board Edge deployment missions?** ~~Corner deployment – The table edges that make up the deployment table quarter (i.e. 2' + 3' of table edge). Long Board Edge deployment – The full long deployment table edge, plus both short table edges that make up part of the deployment zone (i.e. 6' + 12" + 12" of table edge). Please see p92-3 of the rulebook for definitions and diagrams of the deployment zones.~~
- 30. If Jump Infantry Deep Strike into difficult terrain do they have to take a Dangerous Terrain test?** ~~Yes – Please see the rules found on p95 – Deep Strike Mishaps; follow the rules as written~~
- 31. If a unit with the Fleet ability Deep Strikes can it then fleet instead of shooting?** ~~No, units may not move on the turn they Deep Strike. See p75 – Fleet; see p95 for Deep Strike; They may use fleet in the shooting phase rather than shooting..~~
- 32. Do the rulebook versions of the Universal Special Rules fully replace their codex counter-parts, or do permissions and restrictions located within the rules text remain in effect?** Only the actual rules are replaced – permissions and restrictions remain in effect.
- 33. Both scout movement and the roll for Dusk & Dawn appear to happen at the same time, in what order do they take place?** ~~For the purposes of the Grand Tournament, you must roll for Dusk & Dawn first, then make the scout movement.~~
- 34. When does Eldrad Ulthran's divination rule come into affect in relation to the above?** ~~After the Dusk & Dawn roll, but before scout movement has taken place.~~
- 35. What constitutes a "weapon" for the purposes of things like the Tank Hunters special rule – does a psychic power like "Fury of the Ancients"? What about Krak Grenades?** ~~Please see p76 of the rulebook. This is one of those instances where common sense needs to be used. Grenades count as weapons, so would be covered by Tank Hunters, etc. Psychic Powers, whilst acting like shooting attacks, are not weapons themselves, and so would not be affected.~~

## **BLACK TEMPLARS**

## **BLOOD ANGELS**

- 36. Can Blood Angels take Daemonhunters or Witch Hunters units as allies?** Although it doesn't specify this in the Blood Angels Codex it does state in both Codex: Daemonhunters (page 21) and Codex: Witch Hunters (page 25) that they can be taken as allies in a number of Space Marine armies including the Blood Angels following the restrictions as stated in those codexes.

## **CHAOS SPACE MARINES**

- 37. Can Chaos Sorcerers with the mark of Tzeentch use the abilities of their force weapon if they have used a power earlier that turn?** No, they can't do this.

**38. I understand that you can use the new book, but could I use a Brass Scorpion that is found in the Apocalypse book, and would we be expected to face anything else from the new book?** Apocalypse units are not permitted at the GT; only units that feature in the permitted Codexes are allowed.

**39. Could you please clarify how the Psychic Power “Lash of Submission” works?** *The Lash of submission works as a standard psychic power, following all the normal shooting rules as per p15 of the main rulebook. If the power is successfully cast, the unit must be moved exactly 2D6” in the direction nominated by the Chaos player. The unit may be arranged as the Chaos player wishes, so long as no model moves more/less than the 2D6 roll, and the unit remains in unit coherency.*

**40. Nowhere in the Lash Power does it state that the unit is moved in a direction NOMINATED by the chaos power. Does this mean the chaos player now has to state direction before or after rolling distance?** ~~It must move 2D6”. See the Official Errata for this one.~~

**41. Does he nominate all forward (for example) or towards a point on the board or something else (each model nominated individually)?** ~~The Chaos player controls them, and they must stay in unit coherency. See the Official Errata for this one.~~

**42. When they say can't move more or less than the 2D6 roll is this total distance from point A - B or actual distance travelled by the model? For example if a model has to move around another model.** ~~See the rules for movement—it behaves using the same rules, but it moves 2D6” not 6”. See the Official Errata for this one.~~

**43. If you buy a bike squad an Icon of Tzeentch, when they turbo boost do they receive the +1 to their invulnerable save, giving them a 2+ invulnerable save?** *No, as they do not normally have an Invulnerable Save, the Icon would give the unit a permanent 5+ Invulnerable Save. If the unit then Turbo Boosted, they would only receive a 3+ Invulnerable Cover Save for that turn.*

## DAEMONHUNTERS

**44. Can you use a Squad of Grey Knights using the allies rule from Daemonhunters?** Imperial armies can indeed take allied Daemon Hunter or Witch Hunter units as per the rules detailed in their respective codexes.

**45. Does the shrouding rule apply to Grey Knight Dreadnoughts (or other Grey Knight vehicles such as Land raiders)?** No – the Shrouding rule only applies to Grey Knights units with the “Grey Knights” special rule. As neither the Dreadnoughts nor other GK vehicles have this rule, they do not have the Shrouding rule.

**46. Do Psycannons ignore cover saves?** ~~Codex says you only get armour saves, but it's unclear if this means they ignore cover.~~ No. See the Official Errata for details.

**47. There are a number of differences between Inquisition vehicles and their respective Space Marine equivalents. Should we use the rules in the Space Marine Codex for all Land Raiders as with Assault Cannons?** *See the official Errata for more details. The rules for those vehicles should be as printed in the appropriate Codex. In other words, the Daemonhunters Land Raiders aren't exactly the same in game terms as the Space Marine ones.*

48. **Subject: Calidus Assassin and Concealment.** “A word in your ear...” rule moves a unit after deployment but before the first turn. Does this count as movement for the purposes of losing the concealment rule benefits? No.
49. **For Daemonhunters, what should be the points cost of a Land Raider Crusader, and what profile should a Grey Knights Land Raider Crusader use for the assault cannon?** For the Grand Tournament you must take it as Rule as Written and use the points cost and stats as printed in the Daemonhunters Codex.
50. *Do mystics allow free shots at the drop pod, the squad, both or not at all? The free shots will be taken at the Drop Pod itself, as it will happen before the troops have disembarked. See the Official errata.*
51. *The Daemonhunters codex states that Grey Knight Terminators do not benefit from the True Grit special rule. However now that the True Grit rule has been replaced in the main rulebook, do they now get True Grit? No—only the universal rule itself has been replaced—any restrictions remain in place. See the Official errata.*
52. *Can the neural shredder instant kill models? If so models with T4 or Ld4? Yes, it will Instant Kill models with a Toughness of 4 or less. See the Official errata.*
53. **Does 'A word in your ear' movement require difficult/dangerous terrain test?** No
54. **Can 'a word in your ear' effect infiltrators (given it's within normal deployment zones, restriction).** Yes
55. **If Jump back is at the start of the assault phase, does this means the Assassin (or any model it was engaged with) can still declare a charge in the same turn?** Yes
56. **When exactly does 'a word in your ear' happen compared to infiltrate, scout and Eldrad's divination?** At the start of the game, after Infiltrators have been deployed but before Scout movements are made. Should Eldrad be on the board, roll a D6 to determine which goes first.
57. *Can I take an allied elite inquisitor from the Witchhunters' codex and an assassin from the Daemonhunters codex (In my space marine army)? You are only allowed 1 elite choice from each codex but must include an inquisitor in your army before you can include an assassin. Can the inquisitor be from a different codex, or must you therefore use an allied HQ Inquisitor? Yes, this fits the wording of the rules in the Witch hunters and Daemonhunters Codexes*
58. *Does an imperial guard priest allow me to take unit choices from the inquisitorial codexes such as Arco-flagellants, which specify that you must have a priest in your army? Doe this mean a priest from the same codex or do all priests count the same? Yes, this fits the wording of the rules in the Witch hunters and Daemonhunters Codexes*

## DAEMONS OF CHAOS

### DARK ANGELS

59. *Dark Angels Command Squads and Independent Characters are bought as a single HQ choice, but are separate units. Does this means in Escalation if the Command Squad*

~~has a transport that the Independent Character must start on the board on his own?~~  
Yes

**60. Can Dark Angels assault from a Drop Pod? It is open-topped and has deployed by deep-strike rather than moving a set distance.** ~~No, units cannot assault the turn they Deep Strike, even from a Drop Pod. See the Official errata.~~

**61. The Master of the Ravenwing allows a member of an Attack Squadron to be upgrade to carry a Narthecium and Reductor. Can this model also take a special weapon?** Yes

**62. If a Plasma Gun is carried by a biker, can it fire the full distance even if the model moved?** No, only weapons mounted on the actual bike can fire the full distance. Weapons carried by the actual rider would follow the usual rules for firing Rapid Fire weapons on the move.

**63. I am taking the Deathwing and am going to use the nifty Deathwing assault. If I hold 2 squads and Belial in reserve does this mean that I can deep strike the one squad (and Belial if I attach him) on turn one or do I have in effect 3 units in reserve (as the Errata says independent count as a unit if they are held in reserve)? Or if I hold a single squad in reserve and Belial can I deep strike them both (provided that Belial is attached to the squad) on turn one?** ~~Belial counts as a separate unit. Independent Characters wearing Terminator Armour must join and enter play with Deathwing Terminator Squads as stated in the Dark Angel Codex, p 28.~~

**64. If a unit of Deathwing deep strikes on turn 1, and is carrying a Teleport Homer, can other Terminator units lock onto it when they teleport later in the game?** ~~Yes.~~ No as they can't carry Teleport Homers as one of their upgrade options.

**65. Do characters count towards the number of Deathwing terminators squads in reserve but can only come down on the first turn if they join a terminator squad?** ~~Yes, characters count as units.~~ No; they must join a squad in order to Deep Strike, so they don't count on their own.

## DARK ELDAR

**66. Can Dark Eldar Reaver jet bikes carry web way portals?** No

**67. Does Lilith Hesperax gain the advantage of the combat drugs her retinue gets?** ~~Yes.~~  
See the Official errata.

**68. Is Lilith's army legal for the GT?** Yes

**69. Do Reaver Jet bikes count as being Eldar jet bikes for the purposes of extra movement in the assault phase?** Yes

## ELDAR

**70. We would like to know if, following the new vehicle ramming rules, does an Eldar skimmer using star engines, which adds 12" to its move in the shooting phase get the bonus? For example, if the skimmer moves 24, then 12 with star engines for a total of 36, it would get +1s for every 3" so 12, plus 1 for being a tank, and plus 2 for av 12, making a total of 15? It says in the Ramming rules that the strength bonus is for every 3 inch's moved this turn, not specifically movement phase? As the Star Engines**

*movement is resolved in the Shooting phase, this occurs after the ramming rules have been resolved and therefore the extra 12" of movement does not contribute to the strength calculation for ramming.*

**71. Could you please clarify whether a vehicle hit by a Vibro-cannon, which has no LOS to the vehicle, will have an obscured save? In the spirit of the description of how a Vibro-cannon works, the vehicle would not get an obscured save against a hit from a Vibro-cannon.**

**72. Eldar: It was ruled that the warlock power 'embolden' can be used to reroll psychic tests (even ones that passed on a double one). The wording for embolden says "may be used to reroll any failed leadership tests". Is there now no distinction between a Psychic test and a Leadership Test? It states clearly in the rulebook. "To use a psychic power successfully the psyker must pass a Psychic test, which is a normal Leadership test."**

**73. What counts as 'failed' for a Farseer with runes of witnessing: lowest two dice over a 10, or do lowest two dice as double 1's count too, as they cause Perils of the Warp (despite technically passing the test)?** Lowest two dice as double 1's is not a failed test and so does not count. Lowest dice over 10 (Ld of Farseer) is the only situation that is classed as failed in this instance.

**74. Does defending against Mind War or Mind Wurm count as a leadership test? Or do you just mean morale, pinning, target priority tests and horrifying visage (flayed ones) can be rerolled?** No, it states quite clearly in the rulebook the definition of a leadership test. "In the case of a leadership test, roll 2D6 (two dice added together...). If the result is equal to or less than the model's Leadership, the test is passed.

**75. I think it might be worth adding to the FAQ when and how each Psychic Power works as a shooting weapon.**

<i>Doom:</i>	<i>Not a shooting attack</i>
<i>Conceal:</i>	<i>Not a shooting attack</i>
<i>Fortune:</i>	<i>Not a shooting attack</i>
<i>Guide:</i>	<i>Not a shooting attack</i>
<i>Embolden</i>	<i>Not a shooting attack</i>
<i>Enhance</i>	<i>Not a shooting attack</i>
<i>Mind War</i>	<i>Classed as a shooting attack</i>
<i>Eldritch Storm:</i>	<i>Classed as a shooting attack</i>
<i>Destructor</i>	<i>Classed as a shooting attack</i>

**76. Eldar Autarchs – do they stack their reserve bonus rolls? Yes**

**77. Do Warp Spiders have to take a dangerous terrain test if their 2D6" assault phase move takes them into difficult terrain? Yes.**

**78. Can I assault an Eldar guardian weapons platform if it is the only model in range? For the answer to this question, please see P39 of the Eldar Codex.**

**79. Can you get cover saves from Mind War? Yes.**

**80. Can a Farseer target a Carnifex with mind war and then a unit of gaunts with eldritch storm? No, he can only use one of these powers in the shooting phase per turn. As long as he has Spirit Stones, he may use two psychic powers, however he must target the same unit.**

**81. What happen when a Farseer with runes of witnessing casts a power, but there is a model with shadows of the warp? 4 dice discard the highest and the lowest or cancel**

**each other out?** For the purposes of the Grand Tournament, they would cancel each other out.

- 82. Does mind war still need LoS to its target? (Given the new shooting rules)** Yes.
- 83. How do Runes of Witnessing work vs. Runes of Warding?** For the purposes of the Grand Tournament, they cancel each other out and you take a standard psychic test.
- 84. Can a Farseer cast the following psychic powers whilst inside a vehicle: Doom, Guide and Fortune?** No, as the official Errata states, only psychic powers that replace shooting attacks may be used from within a vehicle through a Fire-Point.
- 85. If a Farseer casts fortune on a unit that he has joined at the start of the turn and then decides to leave the unit who does fortune remain in play on?** It remains on the unit it was originally cast on.
- 86. Can Eldar jet bikes that use the Turbo Booster special rule for bikes make their extra 6" move in the assault phase? ~~Eldar Jet bikes may not move in the assault phase after turbo-boosting. See p 76 for rules for Turbo Boosting. They can't assault after using this ability.~~**
- 87. Does a Space Marine Psychic Hood work against Warlock Powers such as Conceal and Destructor?** Warlock Powers are available permanently and do not follow the standard rules for psychic powers (i.e.; take a psychic test, etc). As a result, a Psychic Hood would not work against a Warlock Power.
- 88. Does the Veil of Tears power work against every weapon, even guess range weapons and marker light hits?** Every model targeting the Harlequin unit needs to test against the Veil if they wish to shoot at them, regardless of the weapon type.
- 89. Does Acute Senses work against the Veil of Tears?** No, as it only works against the Night Fighting rule.
- 90. Can a unit of Swooping Hawks Deep Strike, and Sky leap in the same turn?** Yes
- 91. Can two Fire Prisms combine shots of one is Crew Stunned or Shaken?** No
- 92. Can Eldrad Ulthuan Fire 2 mind wars or 2 Eldritch Storms (or a mixture of both) at different targets because of his staff?** As they are both classed as shooting attacks, he may not target two different units in the same turn.
- 93. Can Eldrad Ulthuan cast guide twice on different units or the same unit if the first fails to cast?** Yes, to both questions.
- 94. Can Eldrad Ulthuan guide Vibro Cannons?** Yes.
- 95. Do Vibro Cannons need line of sight?** No.
- 96. Do Wraith canons cause a penetrating hit on skimmers moving fast?** Yes
- 97. What happens first; reserve rolls, or Eldar psychic powers?** Eldar Psychic Powers, then Reserve Rolls
- 98. When Swooping Hawks Deep Strike what is resolve first their deep-strike or grenade packs.** For the grenade packs to work, the unit must have used Deep Strike that turn, so the Deep Strike would be resolved first.

**99. How do Swooping Hawk grenade packs and Harlequin's Veil of Tears interact?** The Veil of Tears psychic power would have no affect on the grenade packs.

**100. Can an Autarch on a Jet bike carrying a Reaper Launcher move-fire-move/assault?**  
Yes

~~**101. In Escalation, can units usually mounted in Falcons deploy in reserve?** No, as a Falcon is not a dedicated troop transport, the unit would need to deploy on the board at the start of the game, whilst the Falcon itself would be held in reserve.~~

**102. Does a Farseer have to remain attached to a Warlock Squad?** No, as it isn't a retinue, they count as separate units and are treated as such.

## IMPERIAL GUARD

~~**103. When an Imperial Guard Officer's leadership is used by a squad within 12" to test on, is his base leadership used, or does it include boosted leadership from items such as Commissars, Close Order Drill or other nearby officers?** Of the above, only the Close Order Drill would be used in addition to the officers base Ld, the others would have no effect. See also the Official Errata on this one. It includes anything that will affect his leadership~~

~~**104. Can Creed and Kell be played in non-cadian shock troops armies? He's rules say any Cadian army, but it is unclear if this is suppose to refer to shock troops only.** Yes. See the Official errata for the definition of what armies he may join.~~

## NECRONS

~~**105. Where do you measure from to see if a Necron is in 6" of a unit of the same type for WBB rolls (does the whole unit get to roll if only 1 is in range)** The whole unit can roll as long as one model is within range. Measure from the model to the base of the nearest Necron unit. Any damaged model may attempt to self repair as long as it was not destroyed by a close combat weapon that allows no armour saves.~~

**106. If a Necron Lord self-repairs, but standing him back up will put him within 1 inch of an enemy model (or even directly into base contact if he is totally surrounded), what happens?** If the Lord was in close combat with the unit within 1" of him when he fell, he is placed back into close combat. If he was not in combat with the unit, he is place 1" away from the enemy unit.

**107. Does this mean a model with a power fist loses the double strength bonus when attacking a monolith?** No, he will still receive the double strength bonus against a Monolith.

**108. Can Fire Prisms using the combined shot ability count the raised strength against a Monolith?** Yes

**109. How does forcing a Necron army to phase out impact on tournament points?** The Necron player would score Victory Points up to the point they phased out. Their opponent would automatically win and get the maximum VPs for the Necron army, plus any objectives they can realistically capture (essentially, you would play out the final turns of the game to manoeuvre units into table quarters, etc). You would then calculate the tournament result as standard.

**110. Does the Necron Gauss rule work against a Monolith?** No it does not.

## ORKS

111. If you roll a double 1 or a double 6 when firing the Shokk Attack gun, do the models that are removed from play get any sort of save? No - it's removed from play.
112. Does a wreckin' ball ignore armour saves? No
113. *Does a Deff Rolla ignore armour saves? No. See p 55 of the Ork Codex.*
114. If models in mega armour benefit from the 'slow and purposeful' universal special rule, then what is the point in Ghazghull Thraka's Adamantium skull when he does not get a bonus attack for charging anyway? Slow and purposeful is a hindrance to offset the better armour save, so no +1 A for charging. Ghazghull's Adamantium Skull gives him +2A on the charge.
115. May Wazdakka Gutsmek shoot his slugga, kustom mega-blasta and his bike in the same shooting phase provided that he does not turbo boost? No he may not.
116. Can Zogworts curse affect an independent character even if the independent character is in/part of a unit? Yes
117. Does Zogworts curse ignore any sort of save? Yes, as it simply removes the model from play.
118. Can a Warboss ever have a big choppa and a power klaw? As clearly stated in the Ork Codex, this is not possible.
119. In the Nobs unit entry it says that 'any nob may take the following'. Does this mean that every nob can have a WAAAGH! Banner? If this is so, are the effects of the WAAAGH! Banner cumulative? Yes, they could all be armed with WAAAGH! Banners, however the effects are not cumulative.
120. Do tank hammers ignore armour saves? No
121. Should Tank bustas have stick bombz? No
122. If a truck suffers a penetrating hit, but does not explode and it is not wrecked, does the 'Ramshackle' rule apply? This is clearly answered in the Ramshackle rules in the Ork Codex.
123. Ork War bikes – are their Dakkagun's Twin-Linked or not? Yes, they are Twin-Linked.
124. *Under the Ork Boyz entry it says that "the entire mob may replace its choppas and sluggas with shootas for no additional cost". Later in the same entry it says that "Ork Nobz may replace their choppas with Power Klaw's or 'Uge Choppas". So the question is can a unit armed with shootas take a Nob armed with either a Klaw or Uge Choppa? No, they may not. It states one Boy may be promoted to a Nob; he may replace Choppa with a Big Choppa or a Power Claw, as stated on p100 of the Codex.*
125. For a unit to benefit from the Kustom Force Field save, does the whole unit need to be within 6" or only part of the unit? A minimum of one model from a unit needs to be within 6" for the whole unit to benefit.

126. **Battlewagons may take a single Big Gun, which does not include crew. How much do the crew cost?** You do not need to buy crew for the Big Guns, so no cost is needed.
127. **I'm using Ghazghull Thraka and I was wondering if his Waaagh! lasts for 2 turns (the rule says "it lasts the remainder of the player's turn and for the following player's turn") or it is meant to last for the current turn and the following opponent turn only.** Your current turn and your opponents following turn.

## SPACE MARINES

### **CODEX SPACE MARINE:**

**Please Note: For this year's heats, the current version of the Space Marine Codex will be in use for heat one only.**

The new Space Marine codex will come into play from Heat two onwards.

128. **Are Ultramarines allowed to use the trait system?** Yes they can.
129. **If an Imperial Fist army (featuring Lysander) also includes Grey Knight Terminators, can they teleport using his "Teleport Assault" special rule?** Yes, as they are Terminators in Lysander's army.
- 130. Drop pod foot print. A standard size would be nice and do they block LOS when they land, especially if you keep some petal doors up and some down? For the purposes of the Grand Tournament, the footprint of a drop pod should approximate to the large blast template. The foot print of the drop pod model will be used for this.**
- 131. Can Drop Pods scatter off the table? Yes. Drop Pods use the rules for Deep Striking when 'landing', as such they are able to scatter off table and if they do are destroyed as described in the Deep Strike rules on page 84 of the Rule book. Follow the rules as written on p95 of the core rule book.**
132. **Does Fury of the Ancients need to pass through a model in a unit to count as hitting the unit?** Yes.
133. **If you take Tigurius, does his Hood of Hellfire double the range of any psychic powers used by him, including the 12" for Fear of Darkness?** Yes.
134. **Can you select a space marine command squad without an accompanying IC (as a free-standing HQ choice)** No
135. **If multiple Castellan Minefields occupy the same area do enemy models that move roll for each minefield or just once?** For each minefield.
136. **Castellan Mines are listed as Ordnance Barrage weapons. Do units that suffer wounds from a minefield have to take a Pinning Test? Are hits on a vehicle caused by a minefield counted as "Ordnance"?** No, the minefield is not actually an Ordnance weapon; it simply fires as if it was.
137. **Does a model have to test to trigger a mine every time it moves within the minefield?** Yes
- 138. Can I place an Independent Character with a 5-man Tactical Squad in a Drop Pod before the game begins, to allow him to deploy via Deep Strike? In a Gamma level**

~~mission using the Deep Strike rules, yes. In any mission using Escalation, he would have to deploy on foot at the beginning of the game, as the Drop Pod is not his own transport.~~

- 139.** *If I take "Be swift as the wind" can I take a unit of Attack Bikes as Elites as long as they chosen a veteran skill? At the same time would this allow Scout bike units to be taken as Troop choice? It's just mainly to know if I am allowed to take Attack bikes as an Elites choice with the veteran skill or not? For the purposes of this event, follow the rules as written in the official errata and the entry in the codex.*
- 140.** **It says "Any taken as Troops must be at least 5 models strong." Does this mean the unit of bikes are allowed; for example 4 normal Space Marine biker models & an Attack bike as there 5th model? Yes**
- 141.** **Librarians pick 2 powers, noted in their Army List entry (P.133) as being special rules not options. In the section on their powers itself however (P.56), it says the 2 powers are chosen when the army is picked. Does this mean that you choose the powers based on not knowing what force you will be facing at all as per a tournament set up (i.e. 2 powers chosen before the tournament begins) or based on knowing who you will be facing, but not exactly what (e.g. at arrival to the to the games table when you find out your opponent is Tyranids, but before deployment etc and discovery of how whether it is horde or monster heavy)? As the Psychic Powers have a points cost they must be chosen as part of your army list before registration and you must use the same psychic powers for each game you play.**
- 142.** ***Does a Force Weapon in the hands of Grand Master of the Grey Knights kill Eternal Warriors outright or does the instant kill rule apply (which Eternal Warriors are immune to)? The instant kill rule is based on the strength of a weapon against the toughness of multi-wound opponents. In the case of the Force Weapon special rules, this is a psychic linked attack and so is not an example of 'instant kill'. Therefore a model with the Eternal Warrior Special Rule can be killed outright by a Force weapon if the psychic test is successful.***

## SPACE WOLVES

- 143.** ***In the Space Wolves codex, it states that Venerable dreadnoughts must take vehicle upgrades from the Space Marine armoury. The FAQ says I take vehicle options that are in my codex, from my codex. So... Should I use the SW codex's old costs, or should I use the SM's new ones? Use the costs as listed in the Space Wolves Codex. The vehicle upgrade costs from the 'Space Marines Armoury' should be taken as: Extra Armour (5pts), Searchlight (1pt), Smoke Launchers (3 pts)***
- 144.** ***The English GW Space Wolves FAQ says that I pay the new costs for everything but Rhino's and Razorbacks. Is this correct? This isn't correct, the FAQ states that you should... "Use the points costs and rules from Codex:Space Marines for Dreadnoughts, Land Speeders, Attack Bikes, Whirlwinds, Predators, Land Raiders and Vindicators... The exception to this is the Venerable Dreadnoughts, which must be chosen from the Space Wolves army list." Also, in the Space Wolves Codex, under the Troops Special Rules section, it states: "Certain Space Wolves squads can take a Rhino or Razorback as a transport vehicle. Details of these vehicles can be found in Codex: Space Marines."***

## TAU EMPIRE

145. **Codex: Tau Empire appears to list the 'Devilfish Transport' as a Troops option. Is this correct?** The Devilfish is a dedicated transport, and is listed in the Troops section for clarity. It is not a Troops choice in itself.

## TYRANIDS

146. **I was wondering about the bio acid mines from a Biovore and the damage they do to a monolith. It says 2D6+3 for armour penetration for the mine, but against a monolith only one dice is allowed for the living metal rule. Does the acid mine get one or two dice plus three against a monolith?** No, the Monolith Living Metal Rule takes precedence – only 1D6+3 caused.

~~147. —Zoanthropes are classed as living artillery; does that mean that in escalation they start the game off the board? Zoanthropes are classed as infantry, and therefore follow the escalation rules.~~

148. **If you take 2 Lictors and you only have 1 model off the table, could you use both re-rolls on that model? Or if you failed to get a model onto the table with a re-roll, could you use another one on the same model even if you had additional troops off the table?** You may never re-roll more than once

149. **I have the old Genestealer patriarch model and was wondering if you could represent it as a Brood lord?** Yes

~~150. —Can leaping Tyranid warriors set up in Escalation? Yes.~~

151. **Do lash whips stack? i.e. if 3 tyrant guard are in base contact with a daemon prince, does it lose 3 attacks or just one?** Lash Whips do stack, so in the example it would lose 3 attacks.

152. **What is the correct cost for a Carnifex Barbed Strangler?** 20 points.

~~153. —Mycetic Spores, Personalised Hive Fleets and Mutable Genus Species – Is their inclusion in the rules pack intentional, or a typing error? These are errors in the pack, carried over from the previous edition of the codex. Please ignore them. —~~

154. **When a unit comes into play from the board edge with the reserves rule, do the synapse rules apply and if it is out of range does it need to take a Ld test to move? Or does it move 6" onto the board and the synapse rules apply at the start of its next turn?** It will move 6" as if it were in Synapse range, then test from the following turn.

155. **If a model has Rending Claws and also a Bio-Plasma attack, does the Bio-Plasma attack count as Rending?** Yes

## WITCHHUNTERS