

**Warhammer Fantasy Battle**  
**GAMES WORKSHOP UK GRAND TOURNAMENT**  
**House Rules**  
**Updated 28/08/2007**

If you have a rules query regarding the Warhammer UK Grand Tournament we recommend that you check all of the relevant rules resources which are:

- The Warhammer Rulebook
- The appropriate Warhammer Army book
- The Official Warhammer FAQ  
<http://uk.games-workshop.com/news/errata/3/>
- The Grand Tournament Pack

If you feel that these resources do not answer your question then this list of Grand Tournament frequently asked questions may help. 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



Andy Joyce  
Warhammer World Events Manager

**Please Note:**

**This year we will not be permitting the use of Chaos Dwarfs, Kislev or Dogs of War at the Grand Tournament. This is due to the fact that they have not been brought up to date with the current set of rules in use.**

**In addition, the tournament only supports those armies that have Warhammer Armies: books currently available to them. Due to their lack of current army book, their use represents an unfair advantage against those who do not have access to their supporting materials.**

**If you have armies of these models but still wish to enter the competition, then you are more than welcome to use the 'Counts As' rule and enter them as another type of army.**

Q. Do Wood Elves get their free wood?

A. Yes. This is an error in the pack; Wood Elves are entitled to their free wood as per their rules.

Q. We are having a debate about the rules for standing and shooting at a fear causing enemy that charges them. If the unit elects to stand and shoot, fails their fear test but outnumber the fear causing enemy - can they shoot still (modifiers?) even if they fail their elected stand and shoot response. The latter makes a bit of a mockery of the fear test. I think that they are only allowed to hold and hit on sixes as they failed their fear test. Some people have said that the shooters could stand and shoot but only hit on sixes which does cause wounds if they are skinks! Again unfair!

A. They **will** be allowed to stand and shoot as normal if they are charged by a fear causing unit, fail the test, but still outnumber their enemy.

Q. I am building a dwarf 2000 point army(wfb) for the grand tournament later in the year, If I include a master engineer in the army does he have artillery specialist(engineer rules) as well as artillery master rules.  
Please could you let me know as it will alter the look of the army depending on your answer?

A. I will refer you to the current Warhammer armies: Dwarfs book, page 38.

Master Engineers only get the Artillery master skill; they do not get the Artillery Specialist Skill as well.

Q. Lizardmen - Slann Mage-Priest - Battle Standard Bearer

Battle Standards add a +1 combat bonus when in the front or fighting rank (Big Red Book, page 82) and allow re-rolls of Break tests when not fleeing or hiding at the back (page 83). The Slann can be the Army Battle Standard Bearer (Lizardmen Army Book, page 58). If he joins a unit then he will be positioned in the second rank (Palanquin, page 24). This would mean that the Mage-Priest acting as an Army Battle Standard Bearer does not get the +1CR when he joins a unit of more than two models. Does still get the +1CR (I can't imagine opponents at the GT being swayed by that)? Do I have to just accept that the Slann makes a worst BSB than any other in the game or "roll a d6 to decide" in each game (neither option is very appealing).

A. While the Slann is not in the front rank or fighting in any way the unit will not get the +1CR for the BSB.

Q. I plan to take 2000 points of all Slaanesh Daemons are you allowing the online "official" rules for the mounted Daemonettes? Since I'm asking in plenty of time also hope you would be able to include the answer (yes or no) in any distributed FAQ about the tournament.

If not I assume you will let me use them as "counts as" mortal chaos knights of Slaanesh? I'm working on a way to make them unbreakable of a fashion already anyway in case you say no, in order to keep the "unbreakable-ish, immune to psychology" theme going throughout the army.

A. I would like to direct your attention to the 2007 Grand Tournament pack for the official ruling for the purposes of this event.

Page 3 - Selecting an Army.

'Unless otherwise noted, only the main lists from the Warhammer Armies books may be used.'

In addition - P3 Army Selection

'Armies must follow all the restrictions on army selection from their own army book.'

And P3, top right of the page

'Only those options listed in the relevant Warhammer Armies publication may be used; additional material from White dwarf or other sources cannot be used.'

The units you specify are not permitted for use in the GT as Mounted Daemonettes of Slaanesh as they do not appear in either the Hordes of Chaos or Beasts of Chaos Army books.

With regards to the Counts As Rule:

Page 4 - Appendix One

'The 'Counts As' rule is included to allow you to use all the models in your collection, not as a method of fine-tuning your army for every game that you play. Therefore you may not use the

'Counts As' rule for models that are included in the army list you are using. If the model is included in the army lists, then the WYSIWYG rule takes precedence.'

You may use these miniatures to represent mortal Chaos Knights, however please be aware that all Chaos Knight Units must be represented in this way in your army under this rule.

Q. Are Menghil's Man flayers a legal unit choice for Dark Elf armies in the GT? (We have access to both DoW and his rules make him a special choice for Dark Elf armies)

A. Unfortunately, not. This year's GT does not support the use of Dogs of War.

Q. First and most important is regarding targeting weapon teams in 7<sup>th</sup> Ed. They used to gain the same protection of characters when close enough to a unit of like sized models, but now characters don't have that protection it appears weapons teams don't either. Certainly for a tourney game makes them look like expensive liabilities (T3, 1 wound and only 6+ armour... easy to shoot bar -1 to hit for skirmishing really) Has anything been done regarding this, or is it waiting on a new Skaven book and so forth – in which case is there an interim ruling?

Q. Second question, which one takes priority – a Screaming Bell making a unit immune to psychology, or any banner of burning hatred/skavenbrew etc that might be within the unit (like with a Bell ring result)? If it is the latter, does the unit remain immune to psychology in all other respects because of the Bell? Another possible conflict would be a Plague Priest in a Bell-pushing unit.

Q. Third, can a Poison Wind Globadier or an Engineer with Death Globes stand and shoot? Weapons teams can't as far as I know (certainly I know they can't stand and shoot if their parent unit is charged), and I believe Jezzails can, but Globes are a tad unclear. General clarification for them all would be much appreciated!

Q. Lastly, are Dogs of War allowed? They are an option in the army book, but the listing for the units is in White Dwarf/on the web, so those seem to cancel out each other read alongside the tourney rules – the Skaven army book says you can have them, but you can't get the list from the book.

A. Please see below:

1. Skaven weapons teams no longer gain the protection from missile fire. **They also do not get the -1 to hit penalty for being a skirmisher as they are US2.**
2. Being Immune to Psychology no longer means that you cannot have Frenzy, Hatred etc. **Neither takes precedence, you have both.**
3. Poisoned Wind Globes are thrown weapons and therefore **may be used to stand & shoot** as stated in the Rule book.
4. The magic item states that the bearer **"may throw one Death Globe per shooting phase"** so the answer is no you cannot stand & shoot with Death Globes.
5. **The army book specifically states that Weapons Teams can stand & shoot.**
6. Dogs of War units are **not allowed** at the UK GT due to their lack of a current Warhammer Armies book.
7. The Beastmen army book is correct and Beast units will rank up to a **minimum of 4 wide**. This does mean that they may not get any rank bonus if the enemy unit is small enough. However if the enemy unit is bigger you will still rank up to its frontage as per the rules for skirmishers and therefore receive rank bonus.

Q. On the GTs heat 1 entry form there is a section for team name. what is that for? is it a mistake or anything?

A. No mistake. This is to recognise the fact that we get a lot of people attending our events in groups. This year, it carries no additional bonus to enter as a team. However, if players can think of a suitable team bonus/side competition to run alongside the main event, we would be more than happy to listen.

Q. Exactly which special characters are allowed? Is it just the special characters from the new orc and goblin, and the new empire army books or is Special characters like Thorek allowed?

A. Any special character that is found in an army book, that doesn't require an opponent's permission to use, is fair game as far as the GT is concerned.

Q. I assume that if 2 Bretonnian armies play each other then they are both deemed to have prayed, and they roll off for first turn as normal, and play the full 6 turns, am I correct?

A. If both armies are Bretonnian forces, and they both wish to pray for their first turn, then players should follow the result of the dice roll they made to see who goes first as per the scenarios. Both sides then start with the benefit of having prayed. The game will still take 6 turns to complete.

Q. If a character such as a Bretonnian damsel joins a unit, do they also benefit from her extra magic resistance? If not, how does this work if the unit she is in gets hit by magic?

A. See p95 Warhammer rule book. 'If a character with magic resistance joins a unit the resistance affects the entire unit... Magic resistance is never cumulative, so if a magic resistant character joins a magic resistant unit, or a different magic resistance is bestowed upon the unit by a spell or similar, never add the the different magic resistances together, but use the best available.'

Q. Will Thorek Iron brow be allowed as published or will all his benefits be as published? I think last year his powers were trimmed a little.  
Is the Rune of Wrath and Ruin in any way a magical attack? I know they cannot be dispelled.

Morghur, Master of the Skulls is immune to missile and magical attacks unless the opponent is within 12" but I cannot see any way of him avoiding being killed stone dead on turn one every time by the Rune of Wrath and Ruin.

A. See below

1. Thorek will be used as subject to the errata found at: <http://uk.games-workshop.com/news/errata/assets/wh/dwarfs.pdf> and the updates in the most recent printing. Specifically: Dwarfs Book: Page 61, 'Assistant at the forge' rule, second paragraph, change the second sentence to: 'Once per game, and only while Kraggi is alive, Thorek may re-roll a failed attempt to strike a rune on the Anvil of Doom.'
2. See page 31 of the Dwarf Warhammer Armies book – 'During his own Shooting Phase the Runesmith may strike a single Rune each turn.' In addition 'The target unit takes d6 magical S4 hits'. This is a shooting attack which does magical damage. It may not be dispelled.
3. I'm not sure what the question is here, so no answer I'm afraid.

Q. When rolling for Skarsniks special rule 'sneaky schemes', what will happen if I roll a 6 on immovable objects like Anvils of Doom, cauldrons of blood, trebuchets, caskets of souls etc? Being immovable, do they move on the table as pursuing units in their first turn as normal or do they stay off?

And do any associated characters and crew move on in their stead (e.g., Runelord, liche priest etc)?

A. It's covered in the rulebook. The models are moved back on as if they pursued off the table. In the rules for this the model is placed back on the board touching the table edge in the remaining moves phase, it can then move (but not march) as normal. Since these models are immovable they are simply placed on the table touching the board edge. It can then participate in the game as normal.

Q. Are the Albion Magic items, from the Dark Shadows Campaign allowed for use in the GT? Specifically, the High Elf item 'Armour of the Gods' as I was hoping to use in in my Army list.

A. No, only magic items from the appropriate Warhammer Armies books are permitted. Any other source material is not allowed.

Q.