

Warhammer 40,000

GAMES WORKSHOP UK GRAND TOURNAMENT

House Rules

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

- The Warhammer 40,000 Rulebook
- The appropriate army Codex
- The Official Warhammer 40,000 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



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Q./ Can a player declare that his Independent Characters join a squad before the game begins, so that they start the game together? And, more importantly, if the character and his squad are kept in Reserve, can you roll for them together (i.e. only one roll applying to both), so that they enter the game together (particularly if they are using a transport)?

A./ No. See the Official Errata for the Rulebook for more details.

Q./ I 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?

A./ The tank stops to allow the unit to remain on the board.

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

A./ Yes

Q./ Firstly, can a unit that is pinned pass or enact psychic powers? (eg can a pinned seer council cast fortune on itself? And guide on another unit?)

A./ No.

Q./ Secondly can a crew stunned (cannot move or shoot) vehicle enact other abilities? (eg 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?").

A./ It may use any other ability.

Q. Where do I measure the range of a vehicle for the purposes of claiming objectives? Does the entire model have to be in range?

A. 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.

Q. If in the last turn of a game a vehicle is crew stunned does it count as immobile for the purposes of VP scoring?

A. 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.

Q. If a concealed unit attempts to spot another concealed unit does the unit attempting to spot the enemy lose it's concealment?

A. No. Attempting to spot a concealed opponent is not considered Moving, shooting or using a Psychic Power, these are the only actions specified in the concealment rules that result in the loss of concealment.

Q. For units with multiple wound models - when does the unit count as below half strength for leadership check purposes?

A. Unless the required test specifically states that the number of wounds should be used, the number of models remaining must be used to decide whether a unit is below half strength for leadership check purposes.

Q. When playing escalation missions, are players required to deploy ALL basic infantry models (without any transports) at the start of the game?

A. Yes.

Chaos

Q./ Are demons that are brought back into play due to the Grey Knights sustained assault rule worth victory points.

A./ Yes

Q./ If an Icon Bearer fails its last man standing test at the start of the same turn as a unit of daemons are summoned, which happens first, the Icon bearer's fallback move or the daemon summoning from the Icon?

A./ Roll a d6 to determine in which order the events take place.

Q./ Can a Chaos Lord with daemonic speed deploy by infiltration?

A./ Yes.

Q./ Can daemons speed units deploy in escalation, codex say move as beast, not count as beasts, but it seems silly to allow them to set up in escalation.

A./ Yes.

Q./ Siren - Does it only work in one phase of the turn or all of them?

A./ All of them.

Q./ Do gifts of the gods count towards a models gift limit or wargear limit.

A./ Models Gifts.

Q. If a unit with the Slaanesh "Warp Scream" ability and Frag Grenades charges a unit in cover when do you reduce the enemies Initiative?

A. The enemy counts as fighting with initiative 10 regardless of the negative modifier to its base Initiative.

Q. Nurgle's Rot occurs at the end of the shooting phase, Morale checks from enemy fire also occur at the end of the shooting phase, which comes first?

A. Roll a dice to determine which takes precedence each time it occurs.

Imperial Forces

Q./ Can Blood Angels take Daemonhunters or Witch Hunters units as allies?

A./ 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.

Q./ 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?

A./ For the purposes of the UK Grand Tournament, the footprint of a drop pod should approximate to the large blast template.

Q./ Can Drop Pods Scatter of the table?

A./ 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.

Q./ Do Psycannons ignore cover saves? Codex says you only get armour saves, but it's unclear if this means they ignore cover.

A./ No.

Q./ When guard officers leadership is used by a squad within 12 inches to test on is it his base leadership, i.e. Id8 for junior officers, or does it include their boosted leadership from:

1, commissars

2, close order drill

3, other officers with higher leadership within 12 of the junior officer, i.e. heroic senior officer with Id9, but no the squad taking the test.

- A./ 1. No.
2. Yes.
3. No.
- Q./ **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.**
- A./ Yes.
- Q./ **Are all Land Raiders the same or are the Inquisition ones worse? Should we use the rules in the Space Marine Codex for all Land Raiders as with Assault cannons? This also applies to Rhinos which are really good in the Marine book, merely OK in the Inquisitor lists.**
- A./ The rules for those vehicles should be as printed in the appropriate Codex. In other words, the Daemonhunter Land Raiders aren't exactly the same in game terms as the Space Marine ones.
- Q. **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?**
- A. No.
- Q. **Does Fury of the Ancients need to pass through a model in a unit to count as hitting the unit?**
- A. Yes.
- Q. **If you take Tigurius, does his Hood of Hellfire double the range of any psuchic powers used by himself, including the 12" for Fear of Darkness.**
- A. Yes.
- Q. **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?**
- A. For the GT you must take it as Rule as Written and use the points cost and stats as printed in the Daemonhunters Codex.
- Q. **What rules should Grey Knight Land Raiders use for the machine spirit.**
- A. For the GT, use the description in the Wargear book.
- Q./ **Mystics: Do mystics allow free shots at the drop pod, the squad, both or not at all?**
- A./ The unit may fire at the drop pod before the models inside have disembarked. The drop pod counts as a vehicle that has travelled over 12".

Eldar

- Q./ **Do Warp Spiders have to take a dangerous terrain test if their 2D6" assault phase move takes them into difficult terrain?**
- A./ Yes.
- Q./ **Can I assault an eldar guardian weapons platform if it is the only model in range? Codex states they can't be destroyed, but says nothing about engaging (seems silly that you can put it forward for extra range, but it can't be assaulted).**
- A./ For the purposes of this tournament use the platform as a marker determining which of the guardian models is actually firing the gun. This guardian model will be used for range purposes and the weapons platform will have no actual in-game purpose.
- Q./ **Are Eldar psychic powers subject to the shooting rules in the 40K rulebook (as stated in the psychic powers section) or do they happen exactly as in the Codex?**
- A./ As in the codex.
- Q./ **Can you get cover saves from Mind War?**
- A./ Yes.
- Q./ **Can a farseer target a carnifex with mindwar and then a unit of gaunts with eldritch storm.**
- A./ No, he can only use one of those powers in the shooting phase per turn.
- Q./ **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?**
- A./ Cancel each other out.
- Q./ **Does mind war still need LoS to its target? (Given the new shooting rules)**
- A./ Yes.

- Q./** How do Runes of Witnessing work vs Runes of Warding?
A./ They cancel each other out and you take a standard psychic test.
- Q./** Can a farseer cast the following psychic powers whilst inside a vehicle, Doom, Guide & Fortune. According to the 40K rulebook FAQ you can't cast whilst inside a vehicle. The FAQ also states that the rules in the codex take precedent. As the Eldar codex states that you don't need LOS to cast then surely you can do so whilst onboard a vehicle.
A./ No, this is stretching an inappropriate link between two rules. As the official Errata states, you cannot cast psychic powers from within a vehicle.
- Q./** 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?
a) The farseer only
b) The target unit only
c) Both units
d) Neither unit or the farseer
A./ Option b)
- Q./** Can Eldar jet bikes that use the turbo booster special rule for bikes make their extra 6inch move in the assault phase?
A./ Eldar Jetbikes may not move in the assault phase after turbo-boosting.
- Q./** Do Dark Eldar Reaver Jetbikes count as being Eldar jetbikes for the purposes of extra movement in the assault phase, or is the intended only for the Craftworld Eldar detailed in codex Eldar?
A./ Dark Eldar Reaver Jetbikes do count as Eldar Jetbikes for the example you have given.
- Q./** Can Swooping Hawks Skyleap in the same turn that they Deep-strike? The so-called 'rubber-hawk' trick allows them never to receive a turn of fire by not being on the table longer than their own movement phase.
A./ No, for the purposes of this tournament skyleap is classed as movement (as it happens in the movement phase). As Deep Striking units are not allowed to move in the turn they Deep Strike they cannot Skyleap in the same turn.
- Q./** Can Autarchs/Warlocks/Farseers on jetbikes Fleet or not?
A./ No, it's called fleet of FOOT for a reason.
- Q./** Can Guide be used to re-roll the dice to decide if a 'partial' hits or not?
A./ No, this roll doesn't fit the definition of a roll to hit that applies to the Guide rule.
- Q./** If a unit is Doomed, what happens if it is hit by friendly fire eg. scattering ordnance?
A./ Rulebook states that ALL hits caused upon that unit gain a re-roll to wound until the start of the next Eldar turn, so yes the Doom effect applies to friendly fire too.
- Q./** Does a Singing Spear work in both the shooting and Assault phases, especially if on a Jetbike?
A./ Yes.
- Q./** Does the Intercept exarch power work vs walkers?
A./ No. Walkers fight as Infantry and so are not impacted by the Intercept Exarch Power.
- Q./** Veil of tears requires the firing unit to take a test to *target* them. Indirect weapons still require a target. Can Guess Range weapons (that would not require LoS) be able to target a unit of Harlequins with a shadowseer regardless of whether they passed or failed the Veil of Tears test?
A./ No. For the purposes of this tournament all weapons must pass the veil of tears test in order to target the unit or to target the area where the unit is. This reflects the need to have a reason to target an area in the first place.
- Q./** Regarding Eldrad's Divination special rule. Can you infiltrate a unit outside of your deployment zone and then redeploy them?
A./ Yes, but the redeployment must be within your deployment zone.

Tyranids

- Q./** Can leaping Tyranid warriors set up in escalation? List at the back of the main rule book list them as counting as beasts, but the nid books says nothing about it.
A./ Yes.

Q./ Do lashwhips stack, i.e. if 3 tyrant guard are in base contact with a daemon prince, does it lose 3 attacks or just one?

A./ Yes.

Q./ Firstly in the Tyranid codex there are three prices for the carnifex barbed strangler. Two in the biomorph list and a further one in the examples. So which is the right price 20, 25, 30?

A./ The correct cost is 20 points.

Dark Eldar

Q./ Can Dark eldar reaver jetbikes carry webway portals? The codex states that independent characters on dark eldar jetbikes can not.

A./ No.

Q./ Does Lilith Hesperax gain the advantage of the combat drugs her retinue gets?

A./ Yes

Q./ Do Dark Eldar Reaver Jetbikes count as being Eldar jetbikes for the purposes of extra movement in the assault phase, or is the intended only for the Craftworld Eldar detailed in codex Eldar?

A./ Dark Eldar Reaver Jetbikes do count as Eldar Jetbikes for the example you have given.

Necrons

Q./ Where do you measure from to see if a necron is in 6" of a unit of the same type for IBB rolls (does the whole unit get to roll if only 1 is in range)

A./ The whole unit can roll as long as one model is within range.

Q./ Can powerfists be used against the Monolith's 'Living Metal' rule?

A./ Yes, the doubled strength does apply when using a power fist against a Monolith.

Q./ When a unit Necron unit teleports out of combat, does the unit get the chance to consolidate? The Necron codex doesn't mention what happens to the unit it was fighting, but analagous examples from Witchhunters (callidus) or Eldar (Skyleap) allow the unit to make a consolidation move?

A./ No.