

Warhammer 40,000 Grand Tournament

On the following pages you will find the rule clarifications for the 2002 Grand Tournament qualification rounds. This document will continue to be updated in accordance with queries raised by players in the run-up to the event so have a regular look at the competition web site to keep in touch with the latest news.

There are a record total of 44 armies to choose from for this years' event thanks mainly to the Index Astartes series in White Dwarf. As Codex: Tyranids was released on the weekend of last years tournament this is the first year that the new Tyranid army will be used in the Grand Tournament. It will be in good company as Codex: Tau and Codex: Necrons have also been released since the last tournament and will doubtless feature very strongly.

Another first is the playing facility itself. The rebuilt Warhammer World complex is a stunning location to play games in and can only add to the excellent atmosphere generated by the tournament. I have been impressed by the friendly and sporting spirit in which games have been played in the past and I am sure this tradition will continue in the new hall.

Be aware that along with the new facility there are new terrain boards. Overall terrain density will be a little higher than previous years'. As a rule of thumb each table will have at least two major terrain features and three minor ones. There are a variety of table types to be used so you could find yourself doing battle amidst rolling hills or arctic wastes, fighting through the mangled remains of once-great cities or thick forest.

Rule queries will be answered if accompanied by a stamped, self-addressed envelope (or by e-mail), please try to phrase questions so that they can be answered with a simple 'yes/no' or by ticking one of a range of answers. This will speed the process considerably. Please don't ask for a full explanation of the logic behind a rule or a particular troop type as there will not be time to answer properly. Far better to ply one of the Referees with Bugmans' finest on the Saturday night of the event and you will get a far fuller answer!

See you there

Pete Haines

Chief Referee

Official Clarifications for 2002 Grand Tournament

The rules to be used will be Warhammer 40,000 3rd edition.

The permitted armies are as follows, note that White Dwarf numbers are accurate as at November 2001 although all after WD274 may be subject to change: -

Space Marines	Codex Space Marines
White Scars	Codex Space Marines plus Index Astartes WD257
Imperial Fists	Codex Space Marines plus Index Astartes WD259
Ultramarines	Codex Space Marines
Raven Guard	Codex Space Marines plus Index Astartes WD270
Iron Hands	Codex Space Marines plus Index Astartes WD262
Dark Angels	Codex Dark Angels plus Amendments WD266
Blood Angels	Codex Blood Angels plus attached Q&A
Flesh Tearers	Codex Blood Angels plus Index Astartes WD251
Space Wolves	Codex Space Wolves plus attached Q&A
Black Templars	Codex Armageddon plus attached Q&A
Salamanders	Codex Armageddon plus attached Q&A
Sisters of Battle	Chapter Approved Compilation
Imperial Guard Infantry Company	Codex Imperial Guard
Imperial Guard Steel Legion	Codex Armageddon Steel Legion Mechanised Infantry variant
Imperial Guard Planetary Defence Force	Codex Armageddon Planetary Defence Force variant
Imperial Guard Catachan Regiment	Codex Imperial Guard plus Codex Catachan
Imperial Guard Armageddon Ork Hunters	Codex Imperial Guard plus Codex Catachan &WD264
Imperial Guard Death Korps of Krieg	Codex Imperial Guard plus WD264
Imperial Guard 1 st Tanith	Codex Imperial Guard plus Codex Catachan &WD268
Chaos Space Marines	Codex Chaos Space Marines
Black Legion	Codex Chaos Space Marines plus Index Astartes WD267
Night Lords	Codex Chaos Space Marines plus Index Astartes WD260
Iron Warriors	Codex Chaos Space Marines plus Index Astartes WD256
Word Bearers	Codex Chaos Space Marines plus Index Astartes WD268
Alpha Legion	Codex Chaos Space Marines plus Index Astartes WD271
World Eaters	Codex Chaos Space Marines plus Index Astartes WD263
Thousand Sons	Codex Chaos Space Marines plus Index Astartes WD266
Death Guard	Codex Chaos Space Marines plus Index Astartes WD265
Emperors Children	Codex Chaos Space Marines plus Index Astartes WD255
Eldar	Codex Eldar plus attached Q&A
Iyanden	Codex Craftworld Eldar
Alaitoc	Codex Craftworld Eldar
Saim-Hann	Codex Craftworld Eldar
Ulthwe	Codex Craftworld Eldar
Biel-Tan	Codex Craftworld Eldar
Dark Eldar	Codex Dark Eldar plus amendments WD270
Ork	Codex Ork plus Q&A
Speed Freeks	Codex Armageddon
Feral Orks	WD260
Kroot	WD266 (Kroot mercenary army only, no Mercenaries in other lists)
Tau	Codex Tau
Tyranid	Codex Tyranid (no mutations or mutable genus creatures)
Necron	Codex Necron

Allies and associated contingents

Each army is limited to the troops permitted by its list and allies may not be used. Kroot Mercenaries can be used as an army in their own right or as specified in Codex : Tau, they may not be used by other armies. Similarly Imperial Assassins and Death Watch may not be used. In essence each army uses its own options only with no allies of any sort unless specifically permitted such as with a Sister Famulous.

Armies not on the list cannot be used. Seems obvious I know but there were several queries on Imperial Guard Armoured Companies within a day or two of the list going on the web site.

Chapter Approved

The following extracts from Chapter Approved – Second Book of the Astronomican will be used: -

Questions and Answers (p42)

Codex: Space Marines and Codex: Blood Angels Q&A (p44)

Close Combat Notes (p46)

Codex Eldar Q&A (p48) plus the clarifications in this document

Codex Orks Q&A (p50) plus the clarifications in this document

Codex Armageddon Q&A (p53)

Crux Terminatus (p55)

Cult Terminators (p58)

Chaos Cultists (p64) with a generic Chaos Space Marine army or where specifically stated in an Index Astartes Legion-specific army.

Dark Lords of Chaos (p67)

Transport Vehicles (p70)

Dark Eldar vehicle upgrades (p97)

The Mission

The Grand Tournament will feature a new mission, Pitched Battle, which will be used in all five rounds. Just to clarify, the first turn in this mission will be decided by a d6 dice off with the winner choosing whether to go first or second. Note that Independent Characters do not count as Infantry Units unless accompanied by a retinue/bodyguard of Infantry models.

Rules Index

The following Index came to me via the internet, I am unaware of the creator's name so cannot give proper credit. If you are out there though, thanks. As most rules issues can be quickly cleared up by reading what is actually written the index should speed up the process considerably. Remember that calling in an umpire because you cannot be bothered to look up a rule could get you yellow-carded so make sure of your facts and consider rolling a d6 to decide before calling for help.

Advancing	pg. 68
Advancing / Consolidating	pg. 68
Alarms (sounding of)	pg. 136
Armor Penetration (on vehicle hit)	pg. 85
Armor Piercing	pg. 54
Armor Saves (in assaulting)	pg. 65
Armor Saves (in shooting)	pg. 49
ASSAULT phase	pg. 62
Assault Weapons	pg. 57
Assaulted (while falling back)	pg. 72
Assaulting Vehicles (infantry attack)	pg. 90
Barrage Pinning	pg. 58
Barrage Weapons	pg. 58
Barrages (from Ordnance)	pg. 84
Bikes	pg. 94
Blast Weapons	pg. 56
Booby Traps	pg. 134
Bunkers	pg. 133
Carrying Troops (vehicles)	pg. 81
Cavalry	pg. 93
Close Combat Weapons	pg. 66
Coherency	pg. 43
Consolidate	pg. 69
Consolidating / Advancing	pg. 68
Cover (in assaulting)	pg. 63
Cover (in shooting)	pg. 55
Cover Armor saves (assaulting)	pg. 65
Cover Armor saves (shooting)	pg. 54
Crossfire (while falling back)	pg. 72
Deep Strike	pg. 132
Difficult Ground (for vehicles)	pg. 80
Disembarking (from a vehicle)	pg. 81
Dreadnought Close Combat Weapons	pg. 91
Dreadnoughts (in an assault)	pg. 91
Embarking (a vehicle)	pg. 81
Falling Back	pg. 71
Fast Vehicles	pg. 78,83
Flame Weapons	pg. 56
Fortifications	pg. 133
Frag Grenades	pg. 66
Heavy Weapons	pg. 57
Hidden Set-Up	pg. 134
Hidden Troops (revealing)	pg. 134
Hidden Vehicles	pg. 134

WARHAMMER 40,000 – 2002 GRAND TOURNAMENT OFFICIAL CLARIFICATIONS

Independent Characters	pg. 74-75
Infiltrators	pg. 134
Instant Death	pg. 53
Invulnerable Armor Saves	pg. 54
Jam Rule	pg. 59
Jetbikes (Eldar)	pg. 94
Jump Pack Troops	pg. 92
Krak Grenades	pg. 90
Last Man Standing	pg. 71
Leadership Test	pg. 70
Line of sight (shooting)	pg. 45
Linked Weapons	pg. 58
Melta Bombs	pg. 90
Meltaguns & multi-meltas	pg. 59
Minefields	pg. 134
Missile/Grenade Launchers	pg. 59
Monstrous Creatures	pg. 66, 90
MORALE	pg. 70
Morale Check (after assault)	pg. 67, 71
Morale Check (after shooting)	pg. 70
MOVEMENT phase	pg. 42
Moving & shooting	pg. 47
Multiple shots	pg. 56
Night Fighting	pg. 134
Open Topped Vehicles	pg. 78, 88
Ordnance	pg. 83
Ordnance Weapons	pg. 85
Partial Contact	pg. 68
Pistol Weapons	pg. 57
Plasma Weapons	pg. 59
Power Fists or Claws	pg. 66
Power Weapons	pg. 66
Preliminary Bombardment	pg. 135
Psychic Powers	pg. 74
Range (shooting)	pg. 47
Rapid Fire Weapons	pg. 57
Razorwire	pg. 135
Regrouping	pg. 73
Removing casualties (assaulting)	pg. 66
Removing casualties (shooting)	pg. 48
Reserves	pg. 136
Roll to hit (in assaulting)	pg. 64
Roll to hit (shooting)	pg. 47
Roll to wound (in assaulting)	pg. 65
Roll to wound (in shooting)	pg. 48
Sentries	pg. 136
Shooting (AT a vehicle)	pg. 85
Shooting (firing from a vehicle)	pg. 82
Shooting (in close combat)	pg. 69
SHOOTING phase	pg. 45
Skimmers	pg. 78, 80, 88, 89, 134
Sniper Rifle	pg. 59
Special Characters	pg. 76
Sustained Attack	pg. 137
Sweeping Advance	pg. 68
Tank Shock	pg. 71, 89

WARHAMMER 40,000 – 2002 GRAND TOURNAMENT OFFICIAL CLARIFICATIONS

Tank Traps	pg. 135
Terrain (differences)	pg. 44
Toughness (multiple values)	pg. 52
Vehicle Crew/Passengers	pg. 87
Vehicle Damage Rolls	pg. 87
Vehicle Hull Down Rule	pg. 88
Vehicle Morale	pg. 91
Vehicle Shooting	pg. 82-83
Vehicle Stun Results	pg. 87
Vehicle Turning & Pivoting	pg. 83
Vehicles	pg. 77
Victory Points	pg. 137
Walkers	pg. 78-80,83
Walkers (in assaults)	pg. 91
WEAPONS (types)	pg. 56
Woods & jungles (shooting)	pg. 46
Wounds (multiple)	pg. 53

Rule Clarifications

Shooting

1. Shots from a flamer may not be repositioned but the template must be placed so that it will affect the maximum number of models in the target unit.
2. When a single unit fires multiple blast templates on the enemy (say a Devastator squad firing 4 frag missiles), and several missiles hit, place one blast marker and use that to determine how many models are under all of the blast markers. Thus if 3 missiles hit and 3 models fit under the blast marker then 9 hits are scored. You may not score more hits than there are models in the unit.
3. Troops assaulting a vehicle with a WS attribute may not be shot at, those assaulting a vehicle without a WS attribute may be shot at.
4. Pistols are just like rapid fire weapons in that if you fire twice you can't assault.
5. Markers that are placed by a player – whether they use the large or small blast marker – and which do not have to test for scatter may be repositioned.
6. A unit must test for pinning each time it suffers casualties from a pinning attack from an enemy unit.
7. The only circumstances in which crossfire does not destroy a falling back enemy unit are when the unit's fall back path passes through:-
 - a unit that forced it to fall back in hand to hand;
 - a unit which is falling back itself;
 - a unit which is pinned;
 - a unit which is separated from them by impassable terrain (in this case the falling back unit would divert around the impassable terrain anyway).

Weapons

1. Use the target model's original toughness for working out 'instant death'. No modifiers for things like bikes, war gear or other special abilities are taken into account (for example, in Codex Chaos taking the Mark of Nurgle will add +1 to the models toughness, but you'd use the original toughness for 'instant death' purposes).
2. Sniper rifles can always inflict wounds on anything with a Toughness attribute. It does not matter whether it is nominally a living creature or a construct or a weird alien.
3. Cover from a barrage attack is determined from the location of the center of the blast.
4. Multiple types of grenades can be used in the same turn

Assaults

1. When determining if a side is outnumbered, calculate as whole sides, just like totaling up wounds inflicted in multiple combats (p69).
2. A unit that declares a charge when it cannot contact an enemy unit does not get to move in the assault phase.
3. Because units can fight more than one enemy unit in a close combat the attacks of the unit must be allocated before the dice are rolled. Attacks must therefore be allocated against enemy units in base to base contact or within 2" if a model is not in base to base contact. If equal priorities exist then you may choose target.

4. All morale check modifiers are based on the situation at the time the test is taken.
5. When a unit contains models who can move at different speeds, all models move and assault at the speed of the slowest.
6. Models that are charged in a sweeping advance may fire their weapons as if they had been stationary during the movement phase.
7. When making an advance after wiping out the enemy, you only need to advance toward the enemy. So as long as you end closer to at least one enemy unit than you started all is well.
8. Voluntary fall back may not be used unless agreed in advance or specified in the instructions for a tournament. It will not be used in the 2002 Grand Tournament.
9. Any models that are part of a unit in hand-to-hand and are supporting the combat (i.e. within 2" but not engaged) count as locked in combat and may not shoot or move (other than to 'pile in' to base to base contact).
10. Grenade types such as frag and plasma are only ever used when the unit possessing them is assaulting. In other words, if they are being assaulted by a unit in cover (i.e. a unit with Stormcaller cast on it or a unit of shadow-skinned Mandrakes) the grenades are not used.
11. After an assault, if one side flees and the other pursues, each side rolls its dice and adjusts the score for terrain that will be encountered during the fall back or pursuit. The modified scores are then compared to determine if the fleeing unit is caught, the actual placement of the models is never relevant.

Morale

1. You may not make a last chance regroup attempt on the same turn you were defeated in an assault and forced to fall back.
2. If a unit is broken in hand-to-hand and falls back into a unit that is currently still in hand to hand you treat the melee as a piece of impassable terrain and fall back around it.

Characters

Important Note:-

Many Characters only count as an independent character if unaccompanied by a bodyguard or retinue of any kind. These characters are considered to remain part of the unit but will become independent again if the rest of the unit is destroyed. The presence of a bodyguard or retinue does not affect an Independent Character's ability to select Independent Character only wargear. The clarifications below relate to independent characters who have joined a unit.

1. Characters joining a unit do not alter the size of the unit when calculating if it is below half strength.
2. If a character is within 2" or less of two or more squads, he must designate which if either he is with although he may change the designation from turn to turn.

3. An independent character cannot leave a unit he joins which subsequently falls back until it regroups (see p76), and therefore if the group can't regroup the character can't leave it!
4. If an independent character has joined a unit, which later falls back and is subsequently eliminated (by fire, for example) without regrouping, the character can later test for regrouping by himself as an Independent Character.
5. If a unit is wiped out by fire except for an Independent character, he does not have to take a morale check as if he were the last man standing. As an Independent Character the model may regroup without worrying about the rule for being below 50%.
6. Unless specifically stated then no model may count an additional close combat weapon while mounted on a bike or jet bike.
7. An independent character within 2" of a squad is not automatically part of it, you must state that he joins it during the movement phase.
8. Only vehicle characters (i.e. Master of the Ravenwing) can join vehicle units.

Vehicles

1. In the commentary on Tank Shock, in the "Ultimate Secrets" section, it says that a tank cannot try to shock models in close combat. If a squad has any members in close combat then the entire squad is taken to be in combat and therefore cannot be the target of Tank Shock.
2. If a model is run over by a vehicle using Tank Shock the direction it evades in is irrelevant because models resume their positions when the tank passes. If their placement is important assume they are as near as possible to their original position.
3. Line Of Sight from sponsons is drawn from the weapon to the target, you must turn the gun so it points at the target. If the gun is glued in place we just assume it could turn as far as it could if it were not glued. In other words, use 'real' fire arcs based on the model.
4. A vehicle, without A Weapon Skill characteristic, being assaulted by infantry MAY fire it's guns during its shooting phase. The troops assaulting the tank may be fired upon subject to all normal line of sight restrictions. However - watch out for those template weapons!
5. A transport vehicle may only transport the unit it was bought as an upgrade for. Characters that join a unit with a transport may be carried in it too, as long as they will fit, of course. Vehicles that are not bought as an upgrade but which have transport capability (i.e. Land Raiders and Falcons) can act as a general transport for all units in the army (still only one squad at a time + a character that joins the squad).
6. If a unit makes a sweeping advance into a vehicle, then on its turn the vehicle may fire at the troops as they assault as per the normal sweeping advance rules or it may move away (in its normal movement phase) before it is attacked if it does not have a Weapon Skill characteristic.
7. Disembarking from a vehicle does count as movement for the models so you can't fire heavy weapons. Rapid fire and pistol weapons can only shoot once.
8. An Auspex can only be used to benefit the squad of which its owner is part. Their transport vehicle (if any) does not benefit.
9. A unit that buys a transport need not be inside the transport at the start of the game but must deploy at the same time.

10. Template weapons be may fired from a vehicle – just assume the shooter aims over the vehicles hull from their fire point.
11. A transport vehicle need not fire at the same target as the unit it is attached to even if the original unit is inside the vehicle.
12. Skimmers cannot claim to be circling or moving forward and back in order to have moved at least 6”. They must be at least 6” between their original and current position.
13. According to the rules for the Searchlight if a vehicle uses it at night it "can be fired on by any enemy units in their next turn...". The enemy must have a valid line of sight to the vehicle with the searchlight and be in range.
14. The “crew stunned’ and "crew shaken" results on the vehicle damage charts apply to embarked troops. Stunned troops will be unable to fire or to disembark. Shaken troops will be unable to fire but may disembark and assault as normal.
15. If a dreadnought is immobilized by enemy fire while making a sweeping advance, it fights just like it was immobilized at the start of the assault phase.
16. A unit may not advance or consolidate after destroying a vehicle without a WS attribute in an assault.
17. Vehicle Squadrons allocate close combat hits between them in the same way infantry would.
18. Transported troops are prohibited from shooting if in a vehicle that has discharged smoke launchers.
19. 'Models' do not block the LOS to a 'Vehicle'. A model is anything that doesn't have armour values and a Type entry. By the same token a 'vehicle' is anything that does have these things.
20. A vehicle using a Searchlight does need to roll for distance to see how far it can see in the night, it may then illuminate one enemy in that rolled distance.
21. If a vehicle starts the turn in difficult terrain, but does not move at all that turn, it does not have to take a difficult terrain test.
22. Models with jump packs may not get into a Transport.
23. Models inside a transport suffering a penetration roll of 5 (vehicle destroyed and the wreck scatters D6" randomly) where the scatter is enough to take the vehicle off the table count as lost.
24. Only models that are actually going to be moved over in a Tank Shock can make a death or glory attempt.
25. Multiple Death or Glory attacks by a squad are resolved sequentially.
26. Death or Glory attempts may only use ranged weaponry. Multi-shot weapons like autocannon get only one shot. It hits automatically so there's nothing to complain about really.
27. Casualties suffered by a unit when a transport they are in is destroyed do not cause a Morale test.
28. If a Dreadnought has been damaged to the extent it has no attacks at all (ie if it has suffered several immobilised results), any troops fighting it in hand-to-hand can move away.
29. When a transport is blown up do not roll individually to see which passenger models have to make a save unless they have a different saving throw. Thus if a 10 man Space Marine Tactical squad in a Rhino with a Vet. Sgt., Meltagun, and Flamer is

aboard a Rhino that blows up. Roll 10d6 then take an armor save for any 4+ rolled and remove casualties in the same fashion as though the squad was shot at.

30. A tank can tank shock more than one enemy unit in the course of its move. However if the tank is destroyed by a death or glory attempt then no further units are affected.

Other stuff

1. Troops with jump packs may not move over enemy troops

The Battle Book - Scenario Special Rules

1. Troops deploying from deep strike cannot assault that turn, so must be placed at least 1" away from the enemy (you're not allowed to move to within 1" of the enemy except in the assault phase). If they are unable to do this they are destroyed.
2. When placing Deep Striking models it is not permissible to overlap bases, it is up to the owning player to ensure such units are able to fit entirely on the template. Using normal bases the maximum number of models will be approximately 20.
3. Claiming Table Quarters - when an eligible unit is straddling two (or more) quarters evenly they may only claim to be 'in' one of them. Which, is chosen by the controlling player. If the sequence of declarations is important it should be written down.
4. A squad with a transport vehicle may not infiltrate.

Codex and list clarifications

General

1. The points cost for sponson weapons are for a pair.

Eldar

1. You cannot use Meltabombs, Krak or Haywire grenades against a Wraithlord (or any other high toughness critter for that matter).
2. If a Warlock is assigned to squad duty, he doesn't still count as one of the five in the Farseer's Retinue or the three in a Seer Council.
3. Wraithlords are treated as normal infantry for all intents and purposes, save those specifically cited in the rules.
4. Guide can be used on vehicles.
5. Exarch special powers such as Burning Fist count as special weapons so are only of benefit if in base to base contact with the enemy.
6. Warlocks are not a separate HQ choice, treat them like a bodyguard.
7. Warlocks, that are assigned to units other than the Farseer effectively become part of the unit, much like a veteran sergeant, and this means they're also counted for half-strength etc.
8. If you have an Invulnerable Save & are hit with Mind War you save against each wound separately.
9. Warp Spiders can Withdraw at the end of the assault phase and may do so in any situation where neither side are falling back.
10. Models may not use fleet of foot to embark or disembark as these manoeuvres should be performed in the movement phase.
11. A model involved in a close combat may not use the Mind War, Eldritch Storm and Destructor powers.
12. In contradiction of the Chapter Approved Compilation Eldar psychic powers that do not require a Psychic test cannot be countered by a Psychic Hood.

Orks

1. When Orks mob up, the mob that was falling back counts as being wiped out for VP purposes if it mobs up with another unit. The unit it joins uses its original points values for VPs and uses its initial starting strength as the starting strength for the new unit. It counts the extra boyz as members of the unit for things like taking 25% casualties in a turn, or whether the unit is at 50% of its starting strength, though.
Example: 5 Orks are falling back and mob up with a unit with 12 Orks left from a start strength of 15. The 5 Ork unit counts as being wiped out. The new Ork unit has 17 models, will no longer be able to regroup when reduced to 7 (50% of 15, rounding down), needs to suffer 5 casualties to trigger a morale test and uses its original points cost for VP purposes.

2. The grot crewmen (for the battlegon big gun) need not be on the vehicle as the vehicle's crew are assumed to be the gunners as with other vehicle mounted weapons.
3. You can only have one Warboss of any type. This is a correction of Codex Orks.
4. You may only put Codex: Orks vehicle upgrades on looted vehicles.
5. When warbikers assault using psycho-blastas only those bikers in contact or within 2" may attack. However, bear in mind that to charge into close combat means that the models must try to make contact if they can.
6. The option to add a Mekboy to a burna mob is quite deliberate, it does add a model rather than replace one and it does refer to a Mekboy not a Nob.
7. If Orks in mega armour fall back, mega boostas allow you to reroll the distance moved. This applies to advance & assault movements too.
8. If Orks are behind a biker smoke screen or a Grot skirmish screen it doesn't matter whether the enemy are firing over, through or under the skirmishers the cover save will still apply.
9. Killer Kans are treated as Ork Dreadnoughts with regards to vehicle upgrades.
10. Lootas may take the transport option from a squad.
11. Big gunz are targeted as vehicles, and therefore cannot be screened by models.
12. The 50 point limit for multiple looted vehicles refers to the basic cost of the vehicle before any upgrades are applied.
13. The indirect fire option for a basilisk is a weapon option so can be taken for a looted basilisk.
14. An independent character who takes grot or squig wargear, is still an independent character, wargear is still wargear, even if it has legs.
15. Multiple vehicles cannot be used to carry a large unit, spread between the vehicles.
16. If a unit 'mobs up' with another unit that is itself falling back then the new mob will continue falling back.
17. A slugga (single handed weapon) with Kustom: More dakka (wargear) is a different weapon from a slugga (single handed weapon) with Kustom: Shootier (different wargear) for the purposes of a Bigmek's Mekboy bodyguard.
18. The Cybork invulnerable save is ignored when applying the 'Mixed Armor' rule to a unit.
19. As an example of the mixed armour rule consider a Warboss and 10 Nobz in mega armor, 2 Mekboyz and 2 Mad Doks. Each Nob has an attack squig and the Doks each have 3 orderlies. The Warboss and the Nobz have a 2+ save (11 of them). The Mekboys and Doks have 3+(heavy armor and a bionic bounce - 4 of them). The squig hounds have no save (10 of them) and the orderlies have no save (6 of them). So, with this unit of 31 figures the save will be no save until casualties occur because there are 16 models with no save.
20. Ammo Runts can't be chosen as casualties and hence can't make saves. The save of the unit they are with is not affected therefore.
21. Killer Kans don't get to Waaagh.
22. In contradiction of the Chapter Approved Compilation Ork Q&A Ork armies may not use Boarboyz or Wierdboyz as these are now covered in the Feral Ork list.

Tyranids

1. Old One Eye and the Red Terror are Tyranid monstrous creatures. You don't need your opponent's permission to take them.
2. A bio-plasma always permits a save, regardless of what kind of beastie is using it – it's an enhancement/bonus spit before the creature can bring its strength to bear.
3. Monstrous creatures with rending claws ignores armour saves, and on a To Hit roll of 6 it will wound automatically or roll 3D6 to penetrate vehicles.
4. Spore Mines cannot crossfire and don't prevent regrouping either.
5. Multiple Lictors/Biovores/Zoanthropes count as individuals for the purposes of mutation (they're kind of like specialist mutations anyway).
6. Tyranid Warriors which take a venom cannon or barbed strangler, can take one pick from the lower list but must still choose one from the upper list.
7. Models fighting the Red Terror count S and T after any modifications for Marks, power fists, frost blades etc.
8. Rending claws that hit on a 6 and monstrous creatures ignore armour saves, if they also have implant attack then enemy armour saves are assumed to have 'failed' automatically.
9. Tyrant Guards may 'guard' a Carnifex.
10. A Hive Tyrant may leave his Tyrant Guard.
11. Spinefists are Assault X.
12. None of the Tyranid weapons which have an Ordnance template (spore mines, barbed strangler etc) count as 'real' Ordnance, they just use the large blast marker.
13. You may not take Tyrant Guard as an HQ choice without taking a Hive Tyrant.
14. Synapse Creature & Psychic Scream cannot be neutralised by a Psychic Hood, Warp Blast may be at its higher power level only.
15. A brood of Tyrant Guard can only protect a single Tyranid monstrous creature at a time.
16. If a unit is in hand-to-hand, is forced to make an Instinctive Behaviour roll, and rolls either 'Lurk' or 'Fall back', the Tyranids fall back from combat and normal options for the winners apply.
17. Instinctive Behaviour is enforced as follows: -
 - Test at the start of the turn if the unit is eligible for an 'All On Your Own' test.
 - Apply whatever applicable result you roll on the Instinctive Behaviour table if you fail the test.
 - Next turn, the 'All On Your Own' test happens at the start of the turn and so it is ignored as instinctive behaviour is already in force. The regroup test happens at the start of the movement phase. Therefore, whatever instinctive behaviour the 'Nids may be suffering from applies again unless they manage to regroup.
 - The brood instinctively behaving will be affected twice (once when they fail their test, and again at the start of the next turn) with the same effect. Then at the start of the Movement phase they can test to regroup. If they fail, they would do the same Instinctive Behaviour again in the next turn

(but not again that turn, since they failed a test to regroup, not a Morale test).

- Remember the behaviour won't actually take effect until they move; the regroup attempt happens first.
- If they don't fulfil all three of the regrouping criteria on Page 73 of the rulebook, they cannot test at all and will behave instinctively again in the next turn.
- If at the start of Movement phase they are close enough to a Synapse creature, they automatically regroup.

Space Marines

1. When a unit of Marines falls back, and would move through another enemy unit in a Crossfire situation, they are destroyed, because they regroup *after* falling back, so are subject to Crossfire.
2. Marines subject to the 'And they shall know no fear' special rule still cannot regroup if within 6" of an enemy unit unless they are contacted by a charge or sweeping advance.
3. A Tech-marine with a Signum allows his command squad to re-roll one failed roll to hit per turn. The Marine player may wait until his whole squad has fired to see which die he re-rolls but may not progress any hits to wounds or wait to see how the other player allocates the hits before deciding.
4. The Codex: Space Marines rule for Combi-Weapons applies to all Combi-Weapons although the Space Wolves have further restrictions that apply only to them.
5. When a Marine Land Speeder deploys via Drop Pods (Deep Strike), it is assumed to have moved over 6" (well, it has just dropped from orbit!), and therefore can fire one weapon.
6. A Storm Shield does not confer +1 Attack. It is only a defensive item. It is on the single-handed weapon list (and not wargear) to make sure that people do not take a pistol, a chainsword, AND a storm shield.
7. The assumption that a bike is just wargear therefore it's rider is 'A Space Marine in Power Armour' for the purposes of the rule.
8. A Narthecium allows you to ignore your first failed armour save per player turn, if you do not get an armour save against an attack you may not use the Narthecium.
9. A Psychic Hood may only be used to counter enemy Psychic abilities that require a successful psychic test to use. It will not work against Warlock abilities, some Tyranid abilities and any power used by a Sorcerer of Tzeentch.

Blood Angels additions

1. When a Rhino or Razorback uses its overcharged engines, the extra 6" move must be straight ahead.
2. Blood Angels can take Furioso Dreadnoughts as Elites and ordinary Dreadnoughts (from the Elites in the Space Marine Codex) as Heavy Support. Note that this does mean they could have up to 6 Dreads in total (they prefer Dreads, which can fight in assault, rather than other vehicles).
3. Dreadnoughts do benefit from the Black Rage

4. When using over-charged engines a dangerous terrain test must be passed first. A dozer blade allows the player to re-roll dangerous terrain tests if the vehicle will not be moving more than 6" that turn so it will in theory prevent the engine malfunctioning although this is an oversight. Of course, since the dozer blade is not-useful when moving more than 6", it should not come into play all that often.
5. A Librarian who joins the Death Company does not automatically pass Psychic tests.
6. You must decide whether Death Company have a Rhino or Jump Packs after generating them (but you'll need WYSIWYG models to do this). You only ever get one Rhino though and you may not take the models that don't fit.
7. When generating Death Company, if you roll a 4+ for a squad, and the squad was lead by a Vet Sgt, you can choose to take him. This happens instead of choosing another member of the squad and not in addition to one other member joining.
8. When a unit is mounted in a transport make a Black Rage roll for the vehicle only.

Space Wolf additions

SPACE WOLF FAQ

1. The Stormcaller power can cause some confusion, the following notes should help.
 - Remember that plasma and frag grenades only work if the unit that has them charges. If a unit with Stormcaller on it charges an opponent with either grenade type they will strike first as these grenades are of no use when receiving a charge.
 - If charging a unit in cover then all attacks are simultaneous.
 - Stormcaller can be cast on friendly vehicles, which then count as being hull down.
2. Remember that cover only matters in the first round of a close combat and subsequently attacks will occur in normal order. New enemy charging the unit with Stormcaller will be affected though. Weapons that strike last will of course always strike last.
3. The Head-strong rule states that "Blood claws must charge if one of their models is within 6" of the enemy, unless led by..." a character. This means that the Blood Claws can not rapid fire their bolt pistols if the enemy is within 6" as this would prevent them assaulting.
4. A Rune Staff counts as a single-handed weapon AND a psychic hood, it should therefore be costed at 25 points.
5. Wolf Scouts may not choose weapons from the options included in the Space Marine Scout entry in Codex: Space Marines and from Codex: Space Wolves list as well.
6. When Operating Behind enemy lines in a Mission where the enemy is not allowed any reserves, Wolf scouts arrive on the table edge the enemy retreat towards. If they

fall back then they retreat towards this edge too.

7. A Wolf Guard Battle Leader may not take a Mark of Wulfen.
8. A character accompanied by Fenrisian Wolves is a Mixed Armour unit as is an Iron Priest accompanied by a Thrall bodyguard.
9. Space Wolves may not hit Dark Angels vehicles (other than Dreadnoughts) on a 3+ in close combat.
10. A pack of Blood Claws or Wolf Scouts may not be led by a Wolf Guard in Terminator Armour. Note this is an amendment more than a clarification but removes the need for more clarifications to resolve contradictions that the combination creates. In all other circumstances units led by Wolf Guard in Terminator Armour cannot sweeping advance after close combat and can only consolidate.
11. A Wolf Guard Battle Leader does not use the Wolf Guard column in the Space Wolf armoury when selecting weapons and wargear.
12. If a model with a Wolf Tooth necklace is fighting a Dire Avenger Exarch with the Defend power (Necklace always lets you hit on 3+, Defend says opponents only hit on 6+) roll a d6 each round to determine which piece of wargear has priority.
13. A Wolf Tooth Necklace has no effect on enemy vehicles without a Weapon Skill characteristic.
14. A Wolf Guard Battle Leader does not count as one of the 20 Wolf Guard models you are allowed to have in a Space Wolf Army.
15. Wolf Guard Terminators may have a single-handed weapon in addition to a heavy weapon (this supercedes the note in the Wolf Guard list entry). In addition they may select Runic Charms, Wolf Pelts and Wolf Tooth Necklaces as if they had a 'T' next to their cost in the Space Wolf Armoury.
16. Long Fangs do not have a Razorback listed as a transport option. This is an oversight, Long Fangs may purchase a Razorback for the cost listed for Grey hunter squads.
17. The true grit rule does apply to all combi-weapons but not to storm bolters.
18. If a Runic Charm is combined with Terminator Armor it does not allow a re-roll of the Crux Terminatus invulnerable save that comes with the armor.
19. If a Wolf Priest takes Healing Balms, and is escorted by a Wolf guard bodyguard in terminator armor, the balms do not allow the bodyguard to ignore the first failed save made against the terminators 5+ invulnerable save.

20. Fenris Wolves can ride in a transport along with an IC but cannot "run along" outside the vehicle.
21. The Land Speeder Tornado should cost 75 points before weapon upgrades are selected.
22. Blood Claw packs equipped with jump packs instead of being mounted on bikes will automatically have frag grenades and Krak grenades. They may additionally have meltabombs at +5 points per model.

Black Templar additions

1. If a Black Templar unit is tank-shocked its options are exactly the same as any other Marine unit – the righteous zeal rule has no effect.

Chaos Space Marines

1. When summoning daemons, if the scatter takes the center of the template off table, they are lost. If the template is partially off-table then surplus models that cannot fit on the on-table part of the template are lost.
2. A Chaos Sorcerer in Terminator Armour may not cast Flame of Tzeentch on the same turn that he moved.
3. If an Aspiring Champion is marked with the free "Undivided Mark" his whole squad get to re-roll morale checks while he lives.
4. The Rhino entry lists the Havoc Missile Launcher as an option. The army list entry always takes precedence, so the Rhino can have the Havoc upgrade.
5. Daemon Princes can take psychic powers. If the powers require shooting To Hit rolls they are counted as having a BS of 3.
6. Only Independent Characters can take bikes so a retinue may not be equipped with them.
7. Chaos Rhinos carry a combi-bolter and not a storm bolter.
8. The Chaos Lord and his retinue don't 'share' any special abilities one has but the other doesn't, so a Lord leading a Fearless retinue is not fearless himself, a retinue of Chaos Veterans don't allow the Lord to infiltrate (as stated under Veterans), and a retinue of Thousand Sons still can't assault. Note that the Lord and his retinue are a single unit, so if one of them can't do something, then none of them can. The only real problem that occurs is with the fearless rule, where you can get a situation where a model in a unit has to take a morale check while the unit he is a part of doesn't. In this case the Lord must check, and if he fails he will fall back (just assume he realizes he can best serve his masters by surviving the battle), and the rest of the unit will have to fall back with him. The alternate situation where the unit isn't fearless but the Lord is,

- can be similarly resolved – the Lord is compelled to fall back with the unit to maintain command of it.
9. The -1 to hit from Blight Grenades lasts for the turn of the charge only.
 10. If a Greater Daemon possesses a model in a transport vehicle, the Daemon is deployed within 2" of the vehicle.
 11. The -1 Leadership penalty for psychic tests imposed by the Talisman of Tzeentch is not cumulative.
 12. A Chaos Dreadnought under Fire Frenzy still has to obey Line of Sight rules.
 13. Chaos Gifts can be Master Crafted.
 14. If a Greater Daemon possesses a character that is part of a squad of 4 men. He appears, by definition, within 2" of someone else in the squad. If the squad fails its morale check for 25% casualties (he counts as a casualty - the champ that is - according to the Codex), then the Daemon does not run away with the squad.
 15. Ignore any references outside the army lists as to which upgrades a vehicle can have. So, a Dreadnought can have anything in the armoury vehicle upgrades, as the limits in the armoury are ignored.
 16. You do not have to be actually assaulting in order to use the power, fleshy curse, just within 2" of the enemy and it may be used in any assault phase, (not just the Sorcerer's own).
 17. A Chaos Terminators' extra attack is included in the profile and can't be taken again.
 18. A Daemon Prince does not count as a psyker unless he has psychic powers.
 19. A Daemon prince or Greater Daemon cannot transported aboard a vehicle.
 20. The wording in the description of the Plague Banner says "which may be cast once per battle." The timing of the casting is exactly the same as the Blasted Standard rules.
 21. Daemons are summoned and then placed simultaneously, they can only be placed next to units already on table at the start of the move.
 22. Index Astartes modifications only apply to armies representing the Legion in question and not to similar troops selected from the Codex in generic Chaos armies.

Dark Eldar

1. Where a Wych Reaver or Hellion unit and its Succubus get different Combat Drugs results the situation can occur where the unit cannot fall back and the Succubus can. In these circumstances the Succubus will test and the unit will conform. So it is possible that the unit will fall back to protect its Succubus.
2. According to the description of the Talos Stiger Wildfire special rule, you roll to hit and then allocate hits to the closest models (including vehicles). Assuming the models are wounded and killed you remove the exact models that are killed. The Talos's special rules over-ride the normal rules.
3. A Dark Eldar character on a jetbike may not use Combat Drugs to assault 12"
4. Reaver Jetbikes add +1 to the rider's toughness, as do all bikes. The entry in the Codex *should* say you get +1 strength as well (as Wyches do).
5. When Grotesques (who need 6 STR to be wounded) take damage on a 4+ (e.g. their raider crashing) they take one wound.

6. A non-independent character may in theory take either a skyboard or jetbike however unit coherency restrictions would reduce them to little more than a Toughness/ armour boost.
7. A Dark Eldar Lord cannot ride a Hellion Skyboard and claim coherency to a unit in a Raider.
8. For the 12" Assault Move result with combat drugs, the Dark Eldar roll 2 dice for difficult terrain, then double the highest.
9. The Talos' Wildfire special rule says that the shooting targets the closest model - in this case model means vehicles as well.

Imperial Guard

1. When deploying, or making a reserve roll, commissars must be deployed with the unit they are attached to.
2. Hellhounds that are hull down or in smoke *do* count the hits as glancing hits.
3. Crew Escape Mechanism does not work if the vehicle is hit by an Ordnance 6 result.
4. A medi-pack allows you to ignore your first failed armour save, if you do not get an armour save against an attack you may not use the medi-pack.

Catachan Codex

1. Rough Terrain Modifications do allow Sentinels to re-roll their movement dice for rough terrain.
2. Jump pack troops and Bikes die on a roll of 1 on a d6 if they move into difficult terrain – AND trigger a booby trap.
3. Deathworld Veteran Snipers in a normal Imperial Guard army, playing a mission that allows infiltrators do not get to use a free movement before the game starts.
4. Snipers held in reserve may not be used.

Steel Legion

1. The "Armageddon Sentinel" can be used by any IG force

Tau

1. Markerlight hits do not permit cover saves. Also remember Markerlights are not searchlights and have no special value at night.
2. Pathfinders' pre-game free move may include their Devilfish transport. The move is performed as normal and may include embarking and disembarking.
3. A unit that fires at enemy that has been hit by a Markerlight must still be able to draw a line of sight to engage it unless they are firing a seeker missile or smart missiles. This includes being able to see it if Night Fight rules are in effect. One weapon may be fired for each markerlight hit, hitting on 2+.

4. If a model spots a Stealth team with a searchlight when the Night Fight special rules are in effect any subsequent attempts to spot the Stealth Team that player-turn test as if it were daylight (rolling 2d6 x 3).
5. Stealth teams never block line of sight to other Tau units. This also means that an Independent Character cannot claim to be immune to enemy fire by being within 6" of a Stealth Team. If an Independent Character joins the Stealth Team then the Stealth Armour special rule ceases to apply.
6. In accordance with page 57 of the rulebook close range for all rapid fire weapons is 12", obviously this applies to Tau Pulse Rifles.
7. All on your own tests only apply if reduced to a single model by casualties, not if you start that way so 1-Tau Crisis or Broadside teams do not have to take 'All on your own tests'.
8. Seeker Missiles can be fired in addition to a vehicle's other weapons even if the vehicle has moved more than 6".
9. Tau models with jet packs (or the equivalent i.e. Drones) may not take their 6" Assault move if they Deep Strike.
10. Disruption pods do not affect visibility. Range and visibility are different things. First check whether you can see it. Second check that it is in range.
11. If you give the Stealth team leader a Markerlight you may fire it when you've remained stationary in the Movement phase, then move in the Assault phase using the Tau jetpack.
12. If drones are in close combat along with other Tau models then opponents must attack the drones if they can. If for example there is a Space Marine Chaplain attacking a Shas'ō with one Shield Drone and the Chaplain is in contact with both models he must attack the drone as it will seek to get between him and the Tau.
13. When a Fire Warrior team leader has a Markerlight he must still fire at the same target as his unit unless he also has a target lock.
14. Where a cost is specified for a single and a twin-linked weapon the twin-linked cost is for both weapons.

Necron

There is currently no Necron Q&A as the GT will use the new Codex however if any queries arise following the release of the Codex this document will be updated.