

## Warhammer 40,000 Grand Tournament 2001 Official Clarifications

*For the 2001 Grand Tournament only the Tyranid army will use the army list in the Warhammer 40K rulebook, all other armies are based on Chapter Approved articles or Codexes.*

*For this reason issued clarifications relating to the rule book army lists have been removed to reduce clutter. Similarly clarifications relating to Special Characters have been omitted. In the case of the Tyranids you will find clarifications that relate only to the list in the main rulebook and which will cease to apply with the release of the new Codex: Tyranid book.*

*Clarifications are subdivided initially between the part of the sequence of play they relate to and then by the army they relate to.*

**Remember** - *it is not the organiser's role to try and block every possible angle of rule abuse in advance - it is the player's responsibility to stay within the rules. Please do not rely on the 'it doesn't say I can't' line when justifying dubious interpretations because mocking laughter often offends.*

*That said I am really looking forward to the tournament and would like to take this opportunity to wish all entrants the very best of luck.*

*Pete Haines*

**From the pages of White Dwarf**

1. Space Marine (Chaos or Loyalist) Terminators receive a 5+ Invulnerable save as specified in the Crux Terminatus article (WD250).
2. The Land Raider Crusader may be used (WD249).
3. Attackers in take and hold may not choose to attack at night.
4. Smoke and blind grenades may not be used.
5. Force Marching (pg 101, WD235) will not be used.
6. The Crater and road rules will not be used.
7. Chaos Cultists may be used as Cult Terminators (see earlier clarification of their abilities) as part of a Chaos Space Marine army. This is the only modification to the force composition rules in the Grand Tournament Information Pack.
8. The Marine command squad rules from WD251 may be used.
9. Vehicles must be used from the Codex, Rulebook army list or WD article specified in the army composition rules for the tournament. You may not design your own using the rules from WD251.
10. The detailed vehicle rules from WD252 will be used.
11. All other clarifications from Chapter Approved that are to be used are specified in the preceding sections. No White Dwarf material published in WD253 or later will be considered for the tournament.

### 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 shooting at units partially in cover hits are allocated to models in the open first; after hits are allocated saves are taken.
3. When repositioning the blast marker on your unit after an opponent has hit it, you may reposition it so that it covers the same number of models within your unit plus one or more from the enemy.
4. When a 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.
5. When a barrage lands in Hand to Hand combat, everyone underneath can be hit.
6. 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.
7. Pistols are just like rapid fire weapons in that if you fire twice you can't assault.
8. 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.
9. A unit must test for pinning each time it suffers casualties from a pinning attack from an enemy unit.
10. 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).
11. Only terrain & vehicles block LOS to a vehicle.

### **Weapons**

1. Use the target model's original toughness for working out instant kills. 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 outright kill purposes).
2. Sniper rifles affect the Wraithlord, Avatar, and Greater Demons.
3. Cover from an ordnance 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. Outnumbering is calculated on a unit versus unit basis, so even if one model from each unit is fighting, they'll get the benefit of all their buddies backing them up when it comes to intimidating the opposition. Likewise if the models actually fighting are killed but there are a million more of them in the unit, they'll still outnumber the unit they were fighting.
2. When determining if a side is outnumbered, Work it out as whole sides, just like totaling up wounds inflicted in multiple combats (p69).
3. A unit that declares a charge but fails to get any models into contact due to - for example - difficult terrain, does not fight a close combat even if it has models within 2" of the enemy.
4. 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 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. Enemy characters (including unit upgrades such as Nobs) are always treated as being in a separate unit for the purposes of allocating attacks.

5. You may allocate attacks made by a character against a specific target model in an enemy unit if the enemy model is in base to base contact with him. These hits do not then carry through to hit other enemy if the original target is killed.
6. You may allocate attacks against a model with different WS or T to the rest of the unit.
7. When removing casualties then the requirement that all models within 2" must be removed before those more than 2" away applies within each target unit as described above. For example a unit of chaos marines with three men and a champion in melee or within 2" and three others more than 2" away suffers five casualties on the unit and none on the champion. The three marines in melee and two of those in support are killed even though the champion remains within 2".
8. Models with multiple wounds are removed when the unit they are in has taken enough wounds to eliminate one whole model regardless of whether the casualties were inflicted on different models. The owning player chooses which falls casualty. This is subject to the rule that characters may allocate attacks to a model in base to base contact.
9. You determine whether a unit falling back from an assault is destroyed by the pursuit based on the dice rolled not the final position of the models.

**Zen and the art of resolving hand to hand combat.**

Melee is much easier to understand if you remember the rules explain fairly simple combats between two units of basic models. In situations where you get opposing forces with different stat-lines (not just WS & T) the easiest thing is to think of each group of models with different stat-lines as a separate unit. So for example you're fighting an Ork bodyguard comprising a Warboss plus some Gretchin and Nobz. In terms of allocating attacks and taking casualties the Warboss is a unit, Nobz are another unit and the Gretchin are a third unit, even though ordinarily they make up a single unit in game terms. Attacks allocated against the Gretchin unit roll to hit and wound vs the Gretchin stat-lines, and casualties must be taken from amongst the Grots, likewise for attacks against the Nobz and the Warboss. Characters of any kind also count as a separate unit in close combat even if they are nominally part of a squad (i.e. veteran sergeants). So if a model is in base contact with several enemy 'units' it could allocate attacks against any of them. It is the same for a model within 2" of several enemy units. The allocated attacks will be worked out against the appropriate unit and casualties are taken from there.

This broadens the concept of allocating attacks considerably, but works from a principle that is already established in the rules.

Note that models with different weapons in a squad (heavy weapons troopers for example), are still just normal models of that unit type, not Characters or "models with different stat-lines." This means that they can be left in preference to other models being removed unless a character in contact with them attacked and allocated his attacks onto those models.

10. All morale check modifiers are based on the situation at the time the test is taken.
11. When unengaged models move in to help their comrades under the "Partial Contact" rule (pg 68 of the Warhammer 40K rule book), they do not count the +1 attack for charging
12. Any squad with line of sight and range to the target can shoot at a squad making a sweeping advance.

13. When a unit contains models who can move at different speeds moves all models move and assault at the speed of the slowest.
14. Models which are charged in a sweeping advance may fire their weapons as if they had been stationary during the movement phase.
15. 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.
16. A squad partially in base to base contact that has failed a barrage pinning test may not move the unengaged models into combat.
17. 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 2001 Grand Tournament.
18. 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.
19. 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.
20. After an assault, if one side flees and the other pursues, each side rolls its dice and adjusts the score for terrain which 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. A single squad can be forced to make multiple pin checks in a turn, or a pin check and a morale check.
2. You may not make a last chance regroup attempt on the same turn you were defeated in an assault and forced to fall back.
3. Morale, Pinning and Regrouping are all Leadership tests, Psychic tests are different, and do not count as a Ld test as far as the rules are concerned.
4. 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 and do not become independent again even if the rest of the unit is destroyed. The clarifications below relate to independent characters who have joined a unit.

1. Characters joining a unit do not increase its size for morale checks.
2. If a character is within 2" or less of two or more squads, he must designate which if either he is in although he may change the designation from turn to turn.
3. You can't shoot at an Independent Character if he's within 6" of a unit, unless he's the closest model at short range. This holds true if the Independent Character is say a Hive Tyrant or Avatar near a unit of small critters (more than twice the height of the unit).
4. An independent character can not 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!

5. If an independent character has joined a unit which later falls back and is subsequently eliminated (by fire, for example), the character can then test for regrouping by himself.
6. If a unit is wiped out by fire except for the character, he does not have to take a morale check as if he were the last man as long as he is an independent character who only joined the unit. He then regroup without worrying about the rule for being below 50%.
7. In the Dark Eldar Codex, in the Reaver description it says "Characters riding a Reaver jetbike may only be armed with single-handed weapons, and may only use one at a time (they need the other hand free to control the jetbike)."
8. This applies not only to the Reaver Jetbike but to all other bike mounted models.
9. 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.
10. Only vehicle characters (ie 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. If a vehicle moves 12" or less you may disembark from it. This is subject to some special rules - for example Red Paint Job.
4. A character riding a Juggernaut cannot be transported in a Rhino (or a Land Raider for that matter).

5. Smoke Launchers convert a Penetrating Hit into a Glancing Hit. If the weapon that hits is an Ordnance weapon, the damage roll will be on the Glancing Hit table. Ditto for if a vehicle is Hull Down.
6. 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.
7. A vehicle being assaulted by infantry MAY fire it's guns during its shooting phase. The troops assaulting the tank may be fired upon but watch out for those template weapons!
8. 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 carry anybody they like (still only one squad at a time + a character that joins the squad). This is a deliberately harsh ruling, designed to stop players treating transports as some form of 40K taxi service.
9. If a squad makes a sweeping advance into a vehicle 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.
10. Disembarking before a vehicle moves does count as movement for the models so you can't fire heavy weapons. Rapid fire and pistol weapons can only shoot once.
11. An auspex can only be used to benefit the squad of which its owner is part. Their transport vehicle (if any) does not benefit.
12. 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.

13. Template weapons be may fired from a vehicle - just assume the shooter aims over the vehicles hull from their fire point.
14. 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.
15. Skimmers with room to move can claim to be moving at over 6" whether they have displaced this distance or not it being assumed they have moved in a direction and then returned. As moving fast enough to claim glancing hits often degrades the skimmer's ability to fire, it's not really a beardy tactic.
16. 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 they just don't have to check whether they can see it in the dark.
17. 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. Note they may not 'fleet of foot'.
18. If a dreadnought is immobilized by enemy fire while making a sweeping advance, he fights just like he was immobilized at the start of the assault phase.
19. A unit may not advance or consolidate after destroying a vehicle in an assault.
20. A unit may disembark while the vehicle it is in is engaged in an assault but models must deploy within 2" of the vehicle and 1" away from any enemy models.
21. Vehicle Squadrons allocate close combat hits between them in the same way infantry would.
22. Transported troops are prohibited from shooting if in a vehicle that has discharged smoke launchers.

23. '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.
24. 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.
25. 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.
26. Marines with jump packs may get in a Transport but count as 2 marines.
27. Models inside a transport suffering on 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.
28. Only models which are actually going to be moved over in a Tank Shock can make a death or glory attempt.
29. Multiple Death or Glory attacks by a squad are resolved sequentially.
30. 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.
31. Only models that are actually going to be moved over by a tank shock can make a death or glory attempt.
32. Casualties suffered by a unit when a transport they are in is destroyed do not cause a Morale test.
33. If a Dreadnought has been damaged (ie immobilised 3+ times), any troops fighting it in hand-to-hand can move away (as if they were fighting a tank)?

34. 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. You roll 10d6 then take a armor save for any 4+ rolled and remove casualties in the same fashion as though the squad was shot at
35. 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 permissible to overlap bases, especially with Land Speeders. After all, the models can't move, and being bunched like that is going to hurt if there is any Ordnance on the other side...
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 is for a pair.

### Eldar

1. The Wraithlord gets cover saves although the cover should be high enough to at least reach its knees!
2. You cannot use Meltabombs, Krak or Haywire grenades against a Wraithlord.
3. 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.
4. Wraithlords are treated as normal infantry for all intents and purposes, save those specifically cited in the rules.
5. Guide can be used on vehicles.
6. 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.
7. The Warlock power Enhance is not cumulative.
8. A Crystal Targeting Matrix & Star Engines cannot both be used in the same turn.
9. Under the Support Weapon Battery the points value is per gun and crew, then the type of gun is added on top (per model includes the weapon and two crew members).
10. The Space Marine Psychic Hood does work against Warlock powers. Against Embolden, Conceal and Enhance test at the start of the Space Marine turn. If he is successful, the power has no effect for the rest of the Space Marine turn. For Destructor you simply declare you are using the psychic hood when the Eldar player announces that he is unleashing the power and proceed as normal.

11. Warlocks are not a separate HQ choice, treat them like a bodyguard.
12. 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.
13. If you have an Invulnerable Save & are hit with Mind War you save against each wound separately.
14. When a mission targets HQ leader(s) for it's goal, it's target in the Seer Council are the Farseers, who all must be killed to qualify.
15. Warp Spiders can Withdraw at the end of the assault phase and can be done in any situation where neither side are falling back.
16. Models may not use fleet of foot to embark or disembark as these manoeuvres should be performed in the movement phase.

### 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 strength and points values for tests, VPs, etc, but 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, etc.

*Example: 5 Orks are falling back and mob up with a unit that started 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), and uses its original points cost for vp purposes.*

2. When a Zzap gun is mounted on a Battlewagon, in replacement of a twin-linked big shoota and an 11 or 12 is rolled on the strength the weapon may not fire that turn.
3. The grot crewmen (for the battlewagon big gun) need not be on the vehicle as the vehicle's crew assumed to be the gunners as with other vehicle mounted weapons.

4. The limit on Mekboyz not having the same gear is only intended to apply to the big mek's bodyguard, not the warboss's.
5. You can only have one Warboss. This is a correction of Codex Orks.
6. A bionik arm doesn't count towards the weapons limit for a character - that's the advantage of having it 'built in'.
7. The Kustom Force Field counts as a two-handed weapon because its a bulky piece of equipment that needs two hands to operate.
8. Kustom Jobs: The Blasta job can be combined with the other kustom jobs.
9. In the wargear rules under the Bosspole it says that it may be carried by a grot. It is carried by a :-  
**Banna Wavva:** 3 points  
Grot statline, May carry a bosspole or a Waaagh! banner. A Banna Wavva may not be chosen as a casualty caused by enemy shooting (Only the luckiest grots are chosen for the job and they always seem to know when to dodge behind the nearest cover (or Ork) to avoid fire.). Blast markers and templates will effect them as normal. Banna Wavvas may be armed with a grot blasta for +1 point.
10. The rules for the Zzap gun state that you pick a target model. This does not mean that the gun can force a specific model to be removed as a casualty in a squad.
11. When a character with Squigs (attack or hound) or Grots as wargear dies they are removed as well. Also, grots and squigs do become part of the squad their character is part of, so they do count toward the number of losses a unit sustains when working out whether or not the squad has taken 25% casualties from shooting. They also count toward casualties in hand to hand combat. If removed as part of the loss of their character, they are counted as casualties as well.
12. You may only put Orky vehicle upgrades on looted vehicles.

13. 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.
14. If an Ork vehicle is equipped with Turbo Boosters and a Red Paint Job it is possible to announce 0" movement, roll for the Turbo Boosters (adding one for the Red Paint Job and still count as being stationary for shooting purposes! If you roll 4 or more for the Turbos though then you are not allowed to shoot or disembark.
15. When Flash Gitz upgrade to kustom jobs, all of them have to take the same one and that means everyone in the mob.
16. The choppa modifier applies only to armour saves.
17. The option to add a boy to a Mekboy in 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.
18. When a Ork mob losses a round of combat to a fearsome opponent, they fail the morale check automatically and then take a mob size check.
19. Orks mob up 'once moves are complete', therefore any pursuits, crossfires etc. would take effect first. Because of this if a complete fall back move takes the Orks off the battlefield, they cannot try to mob up with any other Orks they pass.
20. If orks in mega armour fall back, mega boostas allow you to reroll the distance moved, This could also go for advance & assault movements too.
21. If Orks are behind a biker skirmish 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.
22. Killer Kans treated as Ork Dreadnoughts with regards to vehicle upgrades.
23. Lootas may take the transport option from a squad.

24. Big gunz be targeted as vehicles, and therefore cannot be screened by models.
25. The 50 point limit for multiple looted vehicles refers to the basic cost of the vehicle before any upgrades are applied.
26. The indirect fire option for a basilisk is a weapon option so can be taken for a looted basilisk.
27. An independent character who takes grot or squig wargear, is still an independent character, wargear is still wargear, even if it has legs.
28. Items from the Ork Appendix in the Warhammer 40K rulebook may not be used with a codex army.
29. Multiple vehicles cannot be used to carry a large unit, spread between the vehicles.
30. A slugga (single handed weapon) with Kustom: More dakka (wargear) is a different weapon from a slugga (shw) with Kustom: Shootier (different wargear) for the purposes of a Bigmek's Mekboy bodyguard.
31. The Cybork invulnerable save is ignored when applying the 'Mixed Armor' rule to a unit.
32. 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 bonce - 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 be a 2+ until casualties occur.
33. 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.
34. Killer Kans don't get to Waaagh.

### **Speed Freak additions**

1. Dethkopters (or even ordinary bikers) do not have to use their psycho-blaster attack on the first close combat round.
2. Speed Freaks can use the normal Ork vehicle upgrades from the Codex Orks and the ones in Codex Armageddon.
3. Battlewagons used for your Speed Freaks Warboss, do not count as your one and only Battlewagon, in theory they could field 6 in total, one heavy support + up to 5 as transports.

### **Tyranids**

1. Tyranid Warriors & Hive Tyrants are not listed as being Fearless, though others near them can ignore Morale checks (Synapse creatures). The Warriors & Tyrant may not ignore Morale checks though. As intelligent creatures they may decide that discretion is the better part of valor and bug out!
2. Spore mine explosions are not considered ORDNANCE weapons - they merely use the ORDNANCE blast template.
3. You do need to GUESS range for Biovores.
4. When a unit of falling back Tyranids (any Tyranid unit) come into Synapse range, if you are in a situation that allows them to attempt to regroup, as defined by the rules, and there is a Synapse creature within 12", then they regroup. They do not regroup \*automatically\* under any other circumstances.  
Note: this means when you regroup with Tyranids, you can ignore restrictions when regrouping within 12" of a synapse, but you still have to do the regroup check at the beginning of your turn.
5. You may not shoot at a Hive Tyrant that has joined a squad of termagants, because you fire at units, not models, and the Hive Tyrant is part of the Termagant unit.

6. A floating Spore Mine can cause a unit that is falling back to be killed via Crossfire? (ie., the unit fall-back corridor takes them into contact with the mine).
7. A Biovore must pick any point on the table within 48" to shoot at , it does not have to actually pick a target like a regular Guess/Barrage Weapons.
8. Tyranids within 12" of a synapse creature suffer from pinning when shot by sniper rifles/barrages.
9. If a brood of termagants (who are within synapse range) lose a combat to Grotesques it leads to a classic irresistible force/immovable object situation and therefore should be decided by dice roll.
10. A Psychic hood cannot be used to nullify the leadership benefits of Warriors and Hive Tyrants i.e. all models within 12" automatically pass leadership tests.
11. Tyranid Warriors, Zoanathroapes and Hive Tyrants count as psykers with regards to the Culexus Assassin's Animus Speculum, Psyk-out grenades and Life Drain attacks.
12. Wounds from Psyk-out grenades do not carry over to other models in a Tyranid Warrior Brood.
13. Tyranid psykers i.e. Tyranid warriors, Zoanathroapes and Hive Tyrants are not immune to the effects of the Culexus Assassin's Psychic Abomination rule (all psykers withing 6" have to pass a moral test or fall back). However if they are under the control of a synapse creature (or a synapse creatures themself) will pass the morale check automatically so can ignore this rule.
14. The Culexus Assassin's Etherium does work against Tyranids.
15. Tyranid creatures are not immune to the Soulless rule for Culexus Assassins (all units ,friend or foe, count as having ld 7, unless it would normally be less than this), but it does not negate synapse creature influence.

## Space Marines

1. The HQ Characters' entry states that they are Independent Characters unless accompanied by a Bodyguard. The Armory section then goes on to list items, and note that many can only be taken by an Independent Character. If the HQ character does take a bodyguard, then is he no longer an Independent Character and therefore cannot take those Independent Character items like Terminator armor.
2. Reading the Armory section, Marines in Power Armor can now take Lightning Claws (1 or 2), Thunder Hammers, and other previously (older editions) Terminator-only items and can still take items that Terminators cannot take, like grenades.
3. 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.
4. In the Space Marine Codex, there are a few references to the Librarian power, Storm of Destruction, yet there are no rules for it. Actually Storm of Destruction was something that was toyed around with but did not make the final edit. Unfortunately, it was not removed from all areas in the text.
5. 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.
6. 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.
7. 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.

8. A Storm Shield does not confer +1Attack. 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.
9. The assumption has been that a bike is just wargear and therefore would be considered 'A Space Marine in Power Armor' for the purpose of the 'Drop Pods' rule is false.

### **Blood Angels additions**

1. If you take two Chaplains as two HQ choices, then both Chaplains and their Death Company Space Marines form a single unit.
2. The Veteran Assault Squad Sergeant is an ordinary Sergeant and must pay points to be a proper Veteran Sergeant.
3. A Blood Angels Force Commander is Ld 10 like all other Space Marine Force
4. Commanders (oops!)
5. The Rhino/ Razorback option in the Honour Guard entry should be 65/ 85 points respectively (oops, oops!) because they have supercharged engines.
6. When a Rhino or Razorback uses its overcharged engines, the extra 6" move must be straight ahead.
7. 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).
8. Dreadnoughts do benefit from the Black Rage
9. 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.

10. A Librarian who joins the Death Company does not automatically pass Psychic tests.
11. 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.
12. 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.

#### **Dark Angels additions**

1. Ravenwing army (page 4) says you may include Interrogator Chaplains & Librarians as additional HQ choices, but not have any other type of character. This doesn't mean you cannot have any Apothecary / Techmarine / Standard Bearer / Vet Sgts.
2. You can only use Assassins in a Dark Angel army when playing a scenario of your own devising or as part of a campaign.
3. Since no '\*' appears next to Dark Angel wargear, assume that characters (including characters like apothecaries, techmarines, etc) who wear terminator armour cannot then take such items.
4. The Ravenwing command squad can be Ravenwing Bikes or Ravenwing Land Speeders. A Land Speeder Command squadron's 'upgraded' speeders may take the Assault Cannon 'Option' allowed for speeders but no other wargear
5. A Deathwing army may take 0-1 Crusader Landraider.

#### **Space Wolf additions**

1. The Combi-Bolter works as a Bolter except on the turn that it's used as a Storm Bolter so it can be combined with the True Grit skill. This is also true of any of the combi bolter-melta/plasma etc. (apart from the turn that they utilize the "one-shot" Plasma/Melta etc. aspect).

2. When you give a Blood Claws Bike Pack jump packs, the Blood Claws do not get Frag Grenades or the option to buy them.
3. A Wolf Lord plus Fenrisian Wolves does constitute a Mixed Armor formation.
4. The Wolf Guard Battle Leader may not take the Mark of the Wulfen as this is for Wolf Guard only. He must also pay full cost for weapons from the armoury and cannot use the Wolf Guard points costs.
5. A Wolf Guard Battle Leader in Terminator armour may not take a Terminator Heavy Weapon nor can one in Power Armour take a normal Heavy Weapon.
6. It's a typo.
7. The rules state that a Wolf Guard with a heavy weapon cannot get any other weapons, this refers to Wolf Guard in power armor only.
8. A Blood Claws squad may upgrade their 1 marine in 5 to take two of the options, so that for example he has both a plasma pistol & power weapon.

#### **Salamander additions**

1. The second flamer in the tactical squad is not an error, what it says is you can trade in your heavy weapon slot for an extra flamer (not heavy flamer) for 10 pts. It costs more because two flamers is more than twice as good as one.

#### **Black Templar additions**

1. The Emperor's Champion gets the army's one and only Iron Halo.
2. The Black Templar mixed armor saves rule only applies to shooting attacks.
3. Black Templar Terminators do not get to make a sweeping advance even when
4. they take the Accept Any Challenge, No Matter The Odds vow.

### Chaos Space Marines

1. When summoning daemons, if the scatter takes them off table, they 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
5. Havoc upgrade.
6. Daemon Princes can take psychic powers. If the powers require shooting To Hit rolls they are counted as having a BS of 3.
7. Only Independent Characters can take bikes. The Wargear entry for bikes says that "Characters that have a Retinue...may only be given a bike if all the models in the unit also have bikes" will never apply.
8. Chaos Rhinos carry a combi-bolter and not a storm bolter.
9. The Chaos Lord and his retinue don't 'share' any special abilities, so a Lord leading a Fearless retinue is not fearless himself, the Veterans don't allow the Lord to infiltrate (as stated under Veterans), and the 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 is fearless but the Lord isn't is similarly resolved - the Lord is compelled to fall back with the unit who loyally refuse to let him stand alone!

10. Under Chaos Space Marine Bikers the weapons option says the rider is armed with bolt pistol OR close combat weapon. This is NOT a typo.
11. The -1 to hit from Blight Grenades lasts for the turn of the charge only.
12. If a Chaos player has all his characters in Rhinos when it comes time to roll for Greater Daemon possession, the Daemon appears as normal, possessing a character. The Daemon is deployed within 2" of the vehicle.
13. The -1 Leadership penalty for psychic tests imposed by the Talisman of Tzeentch is not cumulative.
14. The article on Cult Terminators (WD230) says that the player can upgrade his terminators to Khorne Berzerkers, Thousand Sons, Noise Marines or Plague Marines. All use the Chaos Terminator profile, cost 56 points base and are amended as follows: -
  - Khorne Berzerkers get +1 attack;
  - Plague Marines are Toughness 5;
  - Noise Marines get +1 attack, they may replace their combi-bolter with a sonic blaster at an additional cost of 5 points. Up to three models in a squad can replace their combibolters with a blastmaster @ +20 pts or a doom siren @ +10 pts;
  - Thousand Sons have 2 wounds, are immune to wounds caused by shooting hits of less than Strength 5 and may not initiate an assault.
15. Cult Terminators do not actually have a Mark of Chaos, although an Aspiring Champion may be given it, (this also applies to Cult Squads like Plague Marines or Thousand Sons).
16. A Chaos Dreadnought under Fire Frenzy still has to obey Line of Sight rules.
17. Chaos Gifts cannot be Master Crafted.
18. 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.

19. Ignore any references outside the army lists as to which upgrades a vehicle can have. So, a Dreadnought can have anything in the armoury, as the limits in the armoury are ignored.
20. 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).
21. In White Dwarf 234 some changes were made to the Noise Marine Terminator rules. Doom Siren's were removed and added to the wargear section. No point values were previously listed for Sonic Blasters and Blastmasters and these cost the number of points listed in WD230.
22. Chaos Terminators extra attack is included in the profile and can't be taken again.
23. Rhinos get any Chaos Gifts or vehicle upgrades.
24. A Daemon Prince does not count as a psyker unless he has psychic powers.
25. A Daemon prince is a character but still may not join a unit and ride along with them in their transport vehicle. Similarly Greater Daemons cannot transported aboard vehicles either.
26. 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.
27. Daemons are summoned and then placed simultaneously, they can only be placed next to units already on table at the start of the move.

## 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. Under these circumstances the Succubus would ignore the fall back result.
2. According to the description of the Talos, you roll to hit and then allocate hits to the closest models. 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. The razorsnare is used in the assault phase, after the attackers have made any charges but before combat is resolved. It can be used in either player's assault phase.
4. You may make a "Fleet of Foot" move after disembarking from a vehicle.
5. A Dark Eldar character on a jetbike may use Combat Drugs to assault 12"
6. 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).
7. When grotesques (who need 6 STR to be wounded) take damage on a 4+ (e.g. their raider crashing) they take one wound.
8. Dark Eldar cannot capture Necrons for victory points.
9. 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.
10. A Dark Eldar Lord cannot ride a Hellion Skyboard and claim coherency to a unit in a Raider.
11. For the 12" Assault Move result with combat drugs, the Dark Eldar roll 2 dice for difficult terrain, then double the highest.

12. The Talos' Wildfire special rule says that the shooting targets the closest model - in this case model means vehicles as well.

### **Necrons**

1. A Necron which is destroyed in hand to hand but regenerates may be placed back in base to base contact (Terminator-esque grabbing of ankles etc.)
2. Necrons are not considered living so a Plague Knife/Sword would not affect them.
3. The Veil of Darkness can be used in any mission, even if Deep Strike rules aren't being used.
4. In reference to the WD 230 Necron rules, "a hit on a vehicle from a gauss weapon will always score a Glancing Hit on the score of a 6, even if the target's armour is greater then could normally be penetrated." This is in reference to the roll to penetrate.

### **Sisters of Battle**

1. A Sisters Rhino costs 45 points as listed in its own entry, not 50 points as in the transport options in the unit entries.
2. The Blade of Admonition should state that "all ENEMY models" within 2" of the bearer don't count for purposes of outnumbering.

### **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 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. Under the Chimera Special Rules it states "They may also be used for Chimeras in a standard Imperial Guard army as long as both players are aware of the rules before the game starts'. These rules will be expanded in White Dwarf before the tournament to include all transport vehicles and WILL be used.
2. The Chimera-mounted Lasguns are standard infantry weapons so if the Chimera moves they may only fire 12".
3. The "Armageddon Sentinel" can be used by any IG force