



# CARNAGE TOURNAMENT 2012

## AMENDMENTS AND FAQ

### AMENDMENTS

#### CARNAGE TOURNAMENT 2012 INFORMATION PACK

The second bullet point in the ARMY SELECTION section has been amended so that it now reads:

- A Battle Force must contain all of the units from the Strike Force without any changes, plus no more than 500pts of additional units.

### FAQ

#### CARNAGE TOURNAMENT 2012 INFORMATION PACK

**Q:** *Please can you clarify how a Battle Force is chosen.*

**A:** As mentioned in the Information Pack, a Battle Force must contain all of the units from the Strike Force without any changes, plus no more than 500pts of additional units. Therefore, Strike Force units cannot include additional models, wargear or dedicated transports, nor can Strike Force units remove models, wargear or dedicated transports. This includes Strike Force units that are composed of several units, such as Sanguinary Priests and Infantry Platoons, they cannot include further units when chosen as part of the Battle Force.

Strike Force units are able to change their position within the Force Organisation Chart when chosen as part of the Battle Force. As an example, a Deff Dread would be a Heavy Support choice for a Strike Force but would have the option of being either a Troops or Heavy Support choice if a Big Mek is chosen as part of the Battle Force.

Strike Force units can be transported by non-dedicated transports chosen as part of the Battle Force. As an example, a Terminator Assault Squad from the Strike Force can be transported by a Land Raider chosen as part of the Battle Force. Similarly, a Strike Force non-dedicated transport can become a dedicated transport for a unit chosen as part of the Battle Force. As an example, a non-dedicated Land Raider from the Strike Force can become a dedicated transport for a Terminator Assault Squad chosen as part of the Battle Force.

When multiple Strike Force units can be chosen as one Force Organisation choice, such as Daemonic Heralds, they can include further units within the same Force Organisation choice when chosen as part of the Battle Force.

**Q:** *Would it be possible to clarify the bonus Battle Points if a player has four or more Kill Points or has captured two or more Objectives than their opponent? For example, if I have captured the same number of Objectives as my opponent in the Capture and Control, Seize Ground or Carnage mission rules, but I have destroyed four or more units than my opponent, do I receive a bonus Battle Point?*

**A:** No. As Kill Points are not utilised in the Capture and Control, Seize Ground or Carnage mission rules, you can only receive a bonus Battle Point if you have captured two or more Objectives than your opponent. The same is also true of the Annihilation mission rules, as Objectives are not utilised, you can only receive a bonus Battle Point if you have four or more Kill Points than your opponent. For all mission rules, you can receive bonus Battle Points if the most expensive enemy HQ unit is destroyed or falling back at the end of the game and/or the most expensive enemy non-HQ unit is destroyed or falling back at the end of the game.

**Q:** *Would it be possible to clarify how the bonus Battle Point for the most expensive enemy non-HQ unit being destroyed or falling back at the end of the game is determined when models, such as Wolf Guard, can be assigned to different units?*

**A:** The points cost of any models that are assigned to a different unit is always subtracted from the points cost of the original unit and then added to the points cost of the assigned unit. As units from which models can be assigned

to different units, such as Royal Courts and Wolf Guard Packs, can choose to assign models to different units each game, it is possible for the points cost of several units to change each game.

## GENERAL

**Q:** *Can models that are assigned to units, such as Wolf Guard, choose to be assigned to different units each game or must they be permanently assigned to one unit?*

**A:** Units from which models can be assigned to different units, such as Royal Courts and Wolf Guard Packs, can choose to assign models to different units each game.

**Q:** *If a transport vehicle arrives via Deep Strike and the transported unit disembarks in the same turn, do they treat difficult terrain as dangerous terrain as they have arrived via Deep Strike?*

**A:** Yes.

**Q:** *If an Independent Character has joined a unit that is wiped out, will he have to take a Morale check?*

**A:** Yes, subject to the normal criteria for taking Morale checks on page 44 of the Warhammer 40,000 rulebook.

**Q:** *Can units receive a cover saving throw against scattering blast markers, even if they are locked in close combat?*

**A:** Yes, subject to any weapon special rules.

**Q:** *Please can you clarify how models on large oval flying bases, such as Razorwings and Stormraven Gunships, are treated for movement and measurement purposes?*

**A:** Models on large oval flying bases are treated like any other skimmer with the exceptions already clarified on p6 of the Rulebook Official Update Version 1.5.

**Q:** *In a multiple combat, one unit has the only model it has in base contact with an enemy unit removed from play. Is this unit still locked in close combat, and if so, will they make a pile-in move?*

**A:** Yes to both.

**Q:** *If a unit falls back due to Tank Shock in the Movement phase and then loses 25% or more of its models in the Shooting phase, will the unit fall back twice in one turn?*

**A:** Yes.

**Q:** *If a transport vehicle arrives via Deep Strike and the transported unit disembarks in the same turn, do they treat difficult terrain as dangerous terrain as they have arrived via Deep Strike?*

**A:** Yes.

**Q:** *Can a unit's special rules that affect friendly units in close proximity be used whilst being transported? For example, could a Sanguinary Priest's Blood Chalice affect friendly units within 6" of a transports hull.*

**A:** Yes.

**Q:** *If a psyker uses a psychic power that remains in play, such as Might of Titan, will the psychic power continue to remain in play if the psyker that used the psychic power is removed from the game?*

**A:** No, psychic powers that remain in play cease as soon as the psyker that used the psychic power is removed from the game.

## DARK ELДАР

**Q:** *Do Reavers need to move in a straight line when turbo-boosting to generate Bladevane attacks?*

**A:** No, but the Reavers must end their move at least 18" away from their starting point as per the turbo-boosters universal special rule.

## NECRONS

**Q:** *Can Monoliths enter the game by moving in from their own table edge as per the Dawn of War deployment rules?*

**A:** No, Monoliths must Deep Strike if held in reserve.

**Q:** *Can Mindshackle Scarabs effect walkers?*

**A:** Walkers can be randomly selected if in base contact with the bearer of the Mindshackle Scarabs but they automatically pass the resultant Leadership test.

**Q:** *Can Anrakyr the Traveller use his Mind in the Machine special rule whilst being transported by a Catacomb Command Barge?*

**A:** Yes.

**Q:** *If an Annihilation Barge or Doom Scythe has the Tank Hunters universal special rule, do the hits caused by the Tesla Destructor's Arc special rule also benefit from Tank Hunters?*

**A:** No, only the initial shot benefits from the Tank Hunters universal special rule.

**Q:** *Whenever Vargard Obyron is subject to The Vargard's Duty special rule and piles in to a combat, does he join Nemesor Zahndrek (and his unit)?*

**A:** No, Vargard Obyron can only join another unit during his Movement phase as per the normal criteria for independent Characters joining and leaving units on page 48 of the Warhammer 40,000 rulebook.

### **ORKS**

**Q:** *Can Kommandos led by Boss Snikrot and Stormboyz led by Boss Zagstruk also include a Nob?*

**A:** No. Codex: Orks states that instead of being led by a Nob, Kommandos can be led by Boss Snikrot and Stormboyz can be led by Boss Zagstruk.

### **SPACE MARINES**

**Q:** *Once a Drop Pod has landed, can you choose to leave all of the hatches upright?*

**A:** Once a Drop Pod transporting a unit has landed, you can choose to leave all but one hatch upright. The transported unit can only disembark from lowered hatches. If a Drop Pod is not transporting a unit when it lands, you can choose to leave all hatches upright.

**Q:** *Do the Liturgies of Battle and Liturgies of Blood special rules have any effect when assaulting a vehicle? If so, can these special rules be used to re-roll failed rolls to hit with grenades?*

**A:** The Liturgies of Battle and Liturgies of Blood special rules can be used when assaulting a vehicle but cannot be used to re-roll failed rolls to hit with grenades.