

# BGT

## 2015

June 5th-7th

**Warhammer 40k FAQ**  
**For use in the Grand Tournament**  
**And Team Tournament**  
**Version 1.0, 4/23/15**

In no particular order, these are our in house responses to the rules questions that you submitted. This document will be updated if new issues come up relating to new releases, or if a major question is brought to our attention.

### Army Construction Questions

**Are you allowing the fighter ace upgrade from Shield of Baal: Exterminatus?**

No.

### General Rules Questions

**How do conjured units function relative to the detachments players take. Which detachments or formations would they belong to?**

Conjured units are considered part of the owning player's army, but not any specific detachment. This means they do not benefit from any Command Benefits of any of the Detachments included in the army (such as Objective Secured).

**Can I have only some of my models in a unit run or turbo boost, so that other models may still shoot?**

No. If you declare a run or turbo boost, no models in the unit may shoot.

**Can I declare a jink move if there is a chance that the model or unit may be affected by an attack (a blast template scattering on to it)?**

A unit is allowed to jink if it is the chosen target of a shooting attack only.

**If a super heavy walker, or gargantuan creature, or flying gargantuan creature is performing a Stomp attack, can it affect models that are not locked into combat with it?**

Models that are not locked into combat with a model making a Stomp attack are ignored and therefore cannot be affected by their Stomp even if they are covered by a Stomp blast marker. Note that it is permissible to Stomp friendly models locked in the same combat.

**How will you resolve Look Out, Sir! with Destroyer weapons?**

Look Out, Sir attempts may be made against Destroyer weapons. Unlike normal Look Out, Sir! attempts, these reallocate the Destroyer hit (as opposed to a wound), and are made before rolling on the Destroyer Weapon Attack Table.

**Can empty controlled buildings control or contest an objective?**

No.

**Do units that arrive on the table that are "endless" based on certain formations count for victory points under "Kill Points" for your missions?**

Yes.

**Where do bonus points apply for certain formations (e.g. Scalpel Squadron) in the missions?**

Points earned from specific codex or formation rules count towards determining the winner of the secondary mission. Remember that the winner of the secondary mission earns 6 battle points, regardless of how many points are accrued in the secondary mission category. These bonus points will simply make it easier for you to secure those 6 points!

**In regards to the rule that you may continue to play your game if your opponent is tabled, are you qualifying being “tabled” on the Sudden Death victory rule on page 133?**

Yes. So even if there are models in Reserve (even Ongoing Reserve), but there are no models on the table, then you count as tabled for the purposes of the tournament. The ability to continue the game is for you to achieve any additional points / capture objectives / etc. and avoid being punished for tabling your opponent. You do not HAVE to keep playing – for example if your opponent agrees you earned full points there’s no need to have a one sided game!

Orks

**The “Mind Yer Limitz” special rule says that a unit aboard a Battlewagon that scouts cannot charge in the first turn. Since “turn” refers to “Player Turn” according to the rulebook, does that mean that units inside can charge on the second player’s turn?**

No. Although it may simply refer to a turn with that particular rule, the rule for scouts in the main rulebook clearly says that they “cannot charge in the first game turn.”