



Warhammer 40,000

Approved Army Lists for the 2009 Necro GT

Chaos

- **Codex: Chaos Space Marines**
- **Codex: Chaos Daemons**

Dark Eldar

- **Codex: Dark Eldar**

Eldar

- **Codex: Eldar**

Forces of the Inquisition

- **Codex: Daemonhunters**
- **Codex: Witch Hunter**
- Inquisitorial armies may take Space Marine and Imperial Guard allies as defined in the army list in question.

Imperial Guard

- **Codex: Imperial Guard**
- Imperial Guard armies may take Inquisitorial allies as defined in the army list in question.

Necrons

- **Codex: Necrons**

Orks

- **Codex: Orks**

Space Marines

- **Codex: Space Marines**
- **Codexes: Space Wolves, Black Templars, Dark Angels** (Use Update FAQs)
- **Codex: Blood Angels** (See WD329-330)
- Space Marine armies may take Inquisitorial allies as defined in the army list in question.

Tau

- **Codex: Tau**

Tyranids

- **Codex: Tyranids**

Warhammer 40,000 Army List Appendix Notes:

The 2009 Necro WH40k Tournament will consist of five rounds played over two days.

The GW Warhammer 40k 5th Edition Rules and most recent FAQ for that edition will be used.

Armies will consist of no more than 1850 points following the standard army list rules, for your particular army.

Special Characters, from a "printed and bound book" that are "approved" for games with points values of 1850 or less, and NOT marked as "optional", may be used. Example of a "printed and bound book" would be Army Books. Special Characters from White Dwarf, or any other non-Army Book may NOT be used, this is a magazine and NOT a "printed and bound" book.

FAQ – the GW Edition Warhammer 40k FAQ will be used for the tournament.

Army lists – you should have ready and available a printed army list with complete information to hand to your opponent before the game begins. The Necro GT is an "Open List" event, unless BOTH opponents agree before the game begins to play "Closed Lists".

Army Books – you MUST use the most recent version of your army's book, whether that is 4th Edition print or 5th Edition print. We will allow NEW 5th Edition Army Books to be used that have been "Released" by GW up to 30 days from the tournament date.

Buildings - It is important to remind you that the Necro GT, due to the number of buildings we use, and the new terrain being added for 2008, uses the Building Rules from the Warhammer 40,000 Rulebook, if your table has buildings. You MUST discuss with your opponent before the game begins how any buildings will be used in your game, i.e. will you both agree to make the buildings accessible to units and characters. If you and your opponent choose NOT to make the buildings accessible during the game then the buildings should be treated as obstacles as defined by you and your opponent – again, before you begin the game. (Note that these comments apply to buildings and not "ruins".)

ForgeWorld, Imperial Armor Rules and VDR will not be used. However, you are welcome and encouraged, to use these wonderful models, but the units they "count for" must be part of your Codex.

The following may NOT be used:

Rules and Army Lists marked as "Trial" or "Optional"
Apocalypse, Armored Company, Forgeworld, Imperial Armor and VDR
Any NON-Codex army lists, except where noted
Lost and the Damned

What Do I Need To Bring To The Necro?

One fully painted army
Three copies of your army list (one for you, one for your opponents, and one for the judges)
A copy of the rulebook
A copy of any army books, rulebooks, PDFs and/or FAQs that pertain to your army.
Dice
Measuring device and templates
Calculator and pencil