

Warhammer 40k

Approved Army Lists for the 2008 Necro GT

Chaos Space Marines

- **Codex: Chaos Space Marines**
- **Codex: Daemonica (if available)**

Dark Eldar

- **Codex: Dark Eldar, Second Edition**

Eldar

- **Codex: Eldar**

Forces of the Inquisition

- **Codex: Daemonhunters**
- **Codex: Witch Hunters**
- Inquisitorial armies may take Space Marine and Imperial Guard allies as defined by the army list in question.
- Witch Hunter Zealots (**White Dwarf 292**)

Imperial Guard

- **Codex: Imperial Guard**– Doctrines may be used. If using a regiment with defined Doctrines in the Codex (e.g., Tallarns, Mordians), these Doctrines must be used.
- Imperial Guard armies may take Inquisitorial allies as defined in **Codex: Daemonhunters** or **Codex: Witch Hunters**.

Necrons

- **Codex: Necrons**

Orks

- **Codex: Orks**

Space Marines

- **Codex: Space Marines** – Traits may be used. If using a Chapter with defined Traits in the Codex, those must be used.
- **Codex: Dark Angels** must be used for Dark Angels armies. You may use a Space Marine Chapter of your own creation (or successor chapter) with Codex: Dark Angels. However, if you do so, you must make sure that your opponent is not misled in any way and that he/she is clearly aware of the rules you are using.
- **Codex: Blood Angels** as published in White Dwarf 329 and 330 must be used for Blood Angels armies. You may use a Space Marine Chapter of your own creation (or successor chapter) with Codex: Blood Angels. However, if you do so, you must make sure that your opponent is not misled in any way and that he/she is clearly aware of the rules you are using. [Download PDF \(7.5 MB\)](#)
- **Codex: Space Wolves** is used in conjunction with **Codex: Space Marines**. Errata on using these books in conjunction can be found on Games Workshop's web site. You may use a Space Marine Chapter of your own creation (or successor chapter) with Codex: Space Wolves. However, if you do so, you must make sure that your opponent is not misled in any way and that he/she is clearly aware of the rules you are using.
- **Codex: Black Templars** must be used for Black Templar armies, and those rules can be used to represent Crusader forces (again, opponents must be clearly aware of this). You may use a Space Marine Chapter of your own creation (or successor chapter) with Codex: Black Templars. However, if you do so, you must make sure that your opponent is not misled in any way and that he/she is clearly aware of the rules you are using.

- Space Marine armies may use Inquisitorial allies as defined in **Codex: Daemonhunters** or **Codex: Witch Hunters**.
- Deathwatch Kill Teams (U.S. GW Site) are permitted. [Download PDF \(444 KB\)](#)
- Space Wolves 13th Company are permitted. [Download PDF \(176 KB\)](#)

Tau

- **Codex: Tau Empire**
- Kroot Mercenary armies from **Chapter Approved** are permitted. [Download PDF \(444 KB\)](#)

Tyranids

- **Codex: Tyranids**

Warhammer 40k Force Appendix Notes:

The 2008 Necro 40K Tournament will consist of five rounds played over two days.

The GW Warhammer 40k 4th Edition Rules and most recent FAQ for that edition will be used.

Armies will consist of no more than 1850 points following the standard force organization chart. Special characters available to armies of 1850 points or less are allowed.

ForgeWorld Imperial Armor units (but not army lists) may be used with the following exceptions: Flyers, Super Heavies, Super Heavy Fliers, and Gargantuan Creatures are NOT allowed. The actual ForgeWorld models must be used along with the latest Imperial Armor rules (including any applicable FAQ). The exception to this rule is the use of Drop Pods, which will utilize the Space Marine codex instead. Players using Forge World units must have a copy of the most current rules and FAQ available for opponents to review if requested. **Players using Forge World units without a copy of the most recent Forge World or Imperial Armour rules on hand will receive no points for any game played during the Necro tournament!**

The following may NOT be used:

- Rules and Army Lists marked as "Trial" or "Optional"
- Apocalypse rules, units, formations or assets
- Armored Companies
- Feral Orks
- Lost and the Damned Armies

What Do I Need To Bring To The Necro?

- One** fully painted army
- Two** objective markers for your army on 40mm sized bases
- 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 codicies, rulebooks, PDFs and/or FAQs that pertain to your army.
- Dice
- Measuring device and templates
- Calculator and pencil