

Warhammer Fantasy Battle

Approved Army Lists for the 2008 Necro GT

Bretonnians

- **Warhammer Armies: Bretonnia**
- **Storm of Chaos** (Errantry War) [Download PDF \(36 KB\)](#)

Chaos

- **Warhammer Armies: Hordes of Chaos** (except daemon units, characters – see new book)
- **Warhammer Armies: Beasts of Chaos** (except daemon units, characters – see new book)
- **Warhammer Armies: Daemons of Chaos (published early May 2008)**
- **Storm of Chaos** (Archaon's Horde) [Download PDF \(68 KB\)](#)
- **Storm of Chaos (Daemonic Legion) is NOT allowed.**
- **MORGHOR (the special character) is NOT allowed.**

Chaos Dwarfs

- Army List - [Download PDF \(62KB\)](#) FAQ - [Download PDF \(241 KB\)](#)
Please use this PDF and not the Ravening Hordes list as there are a few small differences.

Dark Elves

- **Warhammer Armies: Dark Elves**
- **Storm of Chaos** (Dark Elf Cult of Slaanesh) [Download PDF \(56 KB\)](#)

Dogs of War

- Dogs of War may be fielded as an army per the rules on the Games Workshop web site or **Warhammer Chronicles**. [Download Part 1 PDF \(740 KB\)](#) | [Download Part 2 PDF \(708 KB\)](#)
- Dogs of War may also be selected by other armies as Rare choices (per the restrictions in the individual Army books).
- Regiments of Renown may be selected from the list on the GW web site. [Download PDF \(20 KB\)](#)
- Dogs of War Giants may be selected by other armies as Rare choices (per the restrictions in White Dwarf 315). [Download PDF \(268 KB\)](#)

Dwarfs

- **Warhammer Armies: Dwarfs**
- Special Note - Thorek gets ONE (1) re-roll PER GAME.

Empire

- **Warhammer Armies: Empire**

High Elves

- **Warhammer Armies: High Elves**

Lizardmen

- **Warhammer Armies: Lizardmen** (Southlands list is also permitted.)
- **Warhammer Realms: Lustria** (The Red Host of Tehenhauin – Tehenhauin must lead this army as detailed in the Lustria supplement.) [Download PDF \(236 KB\)](#)
- Sacred Hosts (**White Dwarf 299**) are permitted. [Download PDF \(684 KB\)](#)

Ogre Kingdoms

- **Warhammer Armies: Ogre Kingdoms**
- **Rhinox Rider Rules (from any source) are not allowable.**

Orcs & Goblins

- **Warhammer Armies: Orcs & Goblins**

Skaven

- **Warhammer Armies: Skaven**
- **Storm of Chaos** (Clan Eshin) [Download PDF \(52 KB\)](#)
- **Warhammer Realms: Lustria** (The Bubonic Court of Nurglitch) Nurglitch must be taken to field this army as detailed in the Lustria supplement. [Download PDF \(520 KB\)](#)

Tomb Kings

- **Warhammer Armies: Tomb Kings**

Vampire Counts

- **Warhammer Armies: Vampire Counts**

Wood Elves

- **Warhammer Armies: Wood Elves**

Warhammer Army List Appendix Notes:

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

Armies will consist of no more than 2250 points following the standard army list rules, for your particular army.

Special Characters, from a "printed and bound book" that are "approved", and NOT marked as "optional", may be used. Example of a "printed and bound book" would be Army Books, Lustria, Chronicles, etc. Special Characters from White Dwarf may NOT be used, this is a magazine and NOT a "printed and bound" book.

FAQ – the GW 7th Edition Warhammer Fantasy 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 6th Edition print or 7th Edition print (or the GW downloadable PDF for Chaos Dwarfs). We will allow NEW 7th Edition Army Books to be used that have been "Released" by GW up to 30 days from the tournament date.

Warhammer Fantasy games will use the "Sliding Methodology" from The GW FAQ, Pg 6-8. We will NOT ALLOW the "Clipping Methodology", so don't ask...

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 Assault Rules from the Warhammer Rulebook (Pg. 97), 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.

The following may NOT be used:

- Rules and Army Lists marked as "Trial" or "Optional"
- Appendix Lists

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

NOTE - Brief comment on army lists and SoC – you will notice some lists have been allowed SoC choices. As the event organizers we feel that as the game progresses and updated army books are released those new books should be used in an effort to keep the game progressing forwards. Otherwise, contradictory and inconsistent rules and army lists would compromise game play for many and the enjoyment of all the participants.