

FaceHammer GT 2016

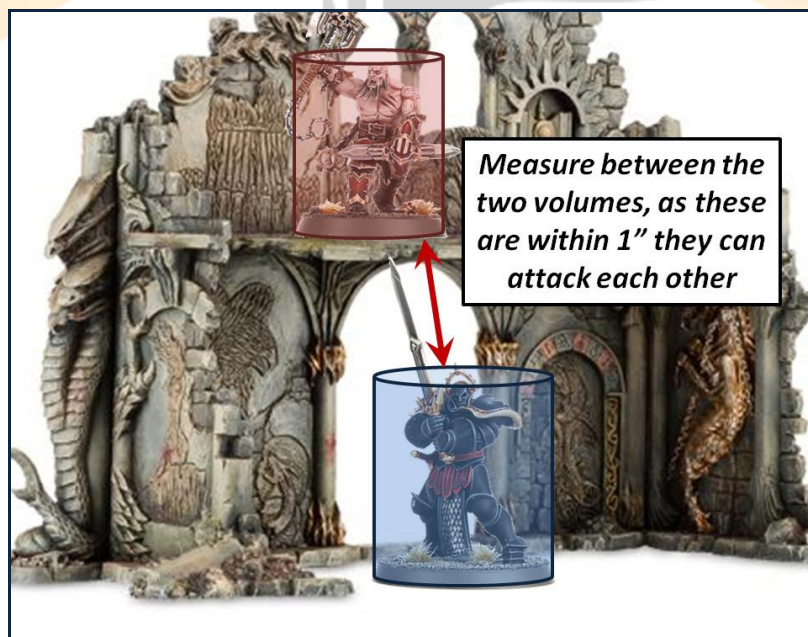
House Rules and FAQ

House Rules

Measuring distances

All distances will be measured from **Base to Base** and not from the models.

When measuring distance vertically, you will use a **volume** from the base foot print as high as the models head (or torso) whichever is the highest point (please note this excludes limbs, wings, weapons banners and weapons even if they have a head on a spear...)



General changes

- A Natural roll of a 6 to hit and to wound will always succeed.
- Persisting effects & Spells with the same name do not stack however two different abilities giving the same effect do stack.
- The dice to see who takes the initiative at the start of each Battle Round may not be re-rolled or modified in any way.
- For clarity the "Battle Begins" section of the rules will not be used.
- The General, Command Traits and Artefacts and chosen immediately after your set up your last units in the Set Up phase of the game (yes you can change this each game)
- Models which cannot be attacked or targeted are unable to score or contest objectives (Carrion/Changeling etc)

FAQ

For clarity the Games Workshop official FAQ's will be in effect except when it directly contradicts an answer below or something in the rules pack, officials have the final say and can overrule the FAQ if they feel it's to the detriment of the event. If it feels wrong it probably is

General's handbook

Q: During the Escalation mission can I use my formation even if I have to set up my units over several turns?

A: Yes

Q: During Escalation mission, how does this work with formations with special set up rules like Warriors brotherhood and Skyborn Slayers?

A: As a rule of thumb you cannot break the scenario rule of setting up units in groups each turn and you cannot break the limitations laid out by the formation

For example with Skyborn Slayers you could deploy on set up your battle line units, then on turn 2 set up the paladins in the celestial realm and drop turn 2, then finally set up units in turn 3 on the table as instructed (but you could not drop because Skyborn Slayers has to deploy from celestial realm in one go.

Event/Comp pack

Q: Are grudges allowed?

A: Yes, feel free to let us know!

Q: Do I need to state Allegiance abilities/Command traits and Artefacts on my list?

A: No, just your allegiance's but not what ability you are taking, for example when taking a Sylvaneth Army you would have Sylvaneth and Order allegiance.

Q: If I have multiple allegiances when do I choose?

A: before each game, before commencing set up.

Q: When do I choose my general, command trait and artefacts?

A: Once you have finished deploying the last unit during the set up phase

Q: Do I have to submit 2 different lists? Can they be the same list?

A: You do not have to use 2 different lists; you can basically submit the same list twice.

Q: Can I duplicate named characters across my two lists?

A: Yes, The choices in one do not affect the other. The only stipulation is they must both be from the same grand alliance.

Q: Can I bring my own alcohol into the venue

A: No, the venue has a fully licensed bar, if you have a special request for a certain drink please let us know

Warscrolls & Formations

Q: Can I use a Balewind Vortex as the warscroll allows me to summon it but it has no points value?

A: No, You cannot summon a Balewind Vortex at FHGT

Q: When an ability or spell allows me to set up a Sylvaneth Wildwood how many bases can I put down?

A: One per spell or ability

Q: Can I use a Lord-Celestant on Stardrake for a formation that needs a Lord-Celestant as it has the Lord-Celestant Keyword?

A: Yes, please see the Official Games Workshop FAQ.

Q: Can I use the Zombies Shambling Horde ability to merge and create a new unit larger unit than the starting size of the units merging?

A: No, the General's Handbook does not allow any unit to go above starting size or create a new unit without expending reinforcement points.

Q: Can I use the Lord of Lodge formation ability on the turn roll?

A: No, you cannot use any ability to modify or change the turn roll dice.

Q: Can Trees be moved from Terrain

A: Yes they can and should to avoid damage to models where practical. Models can move over and across trees but if they do not have fly then they will have to measure up and over the tree – With GW woods it's easy to see where the tree was standing due to the 3 holes where the trees slots into. Basically use your common sense and no modelling for advantage with sylvaneth woods

Q: Do I need the official Games Workshop Sylvaneth Wildwood model to use the abilities to put them on the table

A: yes

Q: With the Abyssal Terror's **Hellish Vigor** spell, do I add modifiers and then double the modified value or double the move value on the warscroll then add modifiers?

A: You double the Move characteristic on the warscroll and then add any modifiers.

Q: With Settra's **Incantation of the desert winds** ability do I double the modified move or add modifiers and the double it?

A: Settra's ability would double the modified movement, so add modifiers and then double it.