



GT FAQ

Below are all questions that have been asked in our WhatsApp Community. We have answered how each question will be played at the Gibraltar Grand Tournament, unless Games Workshop release an official FAQ before the event and any questions are answered in there differently to how we have ruled them.

QUESTION:

If a player kills both an expendable unit, and a non-expendable unit in the first turn, do they score full VP for First Strike, or do they minus the Expendable (X) from it?

ANSWER:

They would score full VP.

QUESTION:

Can two units React to a single enemy unit? (e.g. 2 Tarantulas shoot at 1 target, or 2 units move reacting away). If so, can you mix reactions? (e.g. Player A moves a unit, Player B shoots with a Tarantula, and has his Tactical Squad Move react)

ANSWER:

Yes, you can React with more than one unit to the same trigger. You can also mix reactions or do the same one multiple times (assuming it can be done multiple times).

QUESTION:

With regards to Interdiction Cadre Prime Advantage: When deploying a unit using their Concealed Positions rule, it states you must place them within 6" and at least 5" away from any enemy model. Would this unit count as 5" away exactly, or would they count as being more than 5" away, so would need to roll a 6 to charge?

ANSWER:

They can be placed 5" away, so a 5 would be enough to make a successful charge. When placing the models, we understand it's impossible to get things measured exactly, so when placing, please make it known to your opponent that your intention is that they are exactly 5" away, so would only need a 5 to charge.

QUESTION:

If a weapon has a Strength equal to or over the Armour Value it is targeting, will the armour penetration roll still fail on a roll of a 1? (e.g. Strength 12 weapons vs AV10)

ANSWER:

Yes, a 1 would fail.

QUESTION:

When calculating Last Man Standing, do you consider attached characters as part of a unit, or do you calculate Last Man Standing based on units in the army list?

ANSWER:

Characters would count as a unit by themselves, and the attached unit another.



QUESTION:

When deploying a unit from Reserve in your own deployment zone, is it “wholly” within, or is it “pick a point on an edge and place the model”?

ANSWER:

You pick a point on the edge that is within your deployment zone and then place the model in base contact with that point.

QUESTION:

The legacy PDF has the Space Wolf Caster of Runes in Terminator Armour as 2 Wounds, not 4, and is an obvious typo. How would you rule it?

ANSWER:

We agree it's a typo, so you can run it as 4 Wounds.

QUESTION:

When a weapon option says switch out a power weapon for another, does that mean any weapon with the Power trait, or is it just sword / axe / maul / lance?

ANSWER:

Unless specified, you may only swap out a power sword / axe / maul / lance for another piece of wargear.

QUESTION:

When you select a transport to move, and a unit disembarks, is there a break in between moving and disembarking where you can react?

ANSWER:

No, disembarking a unit is considered part of the same activation as the transport. But, to clarify, the disembarking unit still counts as making a normal move, and as the reactive player you can react to either the transport or the disembarked unit once both have finished moving.

QUESTION:

If a transport can hold multiple units, can you disembark multiple in a single turn?

ANSWER:

You can disembark as many units as you like, but they must all disembark at the same time (either before the transport moves, or after).