



Durban War Games Club

Warhammer 40K House Rules Packet

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Warhammer 40K Legal Armies / Units

Armies should be constructed from any of the current official Games Workshop codexes, codex supplements, or data slates.

Armies should be constructed as battle-forged.

Of course, if you have your opponents permission beforehand, then you can forego some or all of these restrictions.

Warhammer 40K Expansions

Expansions are intended to be used as optional extras to the core Warhammer 40K ruleset. As such, these rules cannot be used unless prior arrangement has been made with your opponent. Supplements include, but are not limited to, "Apocalypse", "Stronghold Assault", "Escalation", "Cities of Death", and "Planetstrike".

Warhammer 40K Clarifications

- **Challenges per combat**

While only one challenge may be in effect at any given time, challenges can be issued multiple times within the same combat.



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Warhammer 40K House Rules

- **Gun Emplacements**
Models which are swooping are not allowed to fire a Gun Emplacement.
- **Deep Strike mishaps and Ongoing Reserves**
If a unit mishaps while deep striking and are placed into ongoing reserves, the unit must use the Deep Strike rule when arriving on the table in the following turn.

Warhammer 40K Kill Teams House Rules

- **Break tests**
When failing a break test, models will fall back using the standard Warhammer 40K rules for falling back instead of being removed as a casualty.
- **Allies**
For the sake of simplicity, allies will not be allowed in Kill Team games.

Warhammer 40K Combat Patrol House Rules

- **Allies**
For the sake of simplicity, allies will not be allowed in Combat Patrol games.



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Painted and WYSIWYG Definitions

Painted Armies

A model is considered to meet the minimum painting requirement if it has the majority of the model covered with its base colours to meet a basic tabletop quality. The "3 foot rule" can also be applied, which states that a model may be considered to be fully painted if it appears so from 3 feet away.

In the examples below, the Space Marine on the left would not be considered to meet the minimum requirement. While the model has at least 3 colours (metal, red, green, black), most of the model only has an undercoat, with very little of final colours painted on. The Ork to the right, does meet the requirement, as it has the majority of the model covered with a basic colouring of the final colours.



If every model in the army is painted to this minimum requirement, then the army meets the minimum requirement to be considered painted.

** The intent of the rule is to create a tabletop that visually appealing to both players and spectators, which will in turn encourage more table time.*



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WYSIWYG (What You See Is What You Get)

To qualify for fully WYSIWYG, all models should be modelled with the wargear they carry. Any purchased wargear must reflect on the models. This is a bit more relaxed regarding wargear that comes standard on a model, and wargear that would be insignificant on the model.

Some Examples:

- A Space Wolf Grey Hunter comes standard with a bolt pistol, chainsword, and Boltgun. The models will still count as WYSIWYG if it is only modelled with the boltgun. If a flamer is purchased, it must be modelled. (As a side note to this particular unit, if Mark of the Wulfen is purchased, there should be a representation of this. Either modelling to represent the unique model, or some suitably noticeable painted marking.)
- Items such as Artificer Armour (Space Marines), and talismans do not need to be specifically modelled, as these are either similar enough in appearance to other wargear, or too small to be recognisable on a model.

There may be other exceptions that would apply. If you are unsure if a model would fall under WYSIWYG, contact a DWGC official for clarity.