

FLABBERGAST COMP

General Rules

- **Highlander Comp:**

- Maximum 1 of any army list entry outside of Troops.
- Maximum of 3 duplicate army list entries from Troops if more than 1 entry is available.
- Maximum 3 of any one type of dedicated Transport; i.e. 3 Rhinos, 3 Trukks, etc (see further restrictions on flyers and AV14).
- Maximum 6 dedicated Transports in total.
- Maximum 1 Land Raider of any type.
- Maximum 1 Flyer or FMC.
- Maximum 1 HQ choice that can move more 6" in the movement phase (excluding Flying Monstrous Creatures).
- Maximum of 2 vehicles with AV14 on any facing may be taken.
- Maximum of 5 models can be purchased for any unit that has a 2+ save (i.e 5 Terminators, 5 Mega Nobz, etc). n.b. this does not include any attached independent characters.
- Maximum 1 independent character that may move more than 6" in the movement phase.
- If a character 'unlocks' an army list entry to become Troops (i.e. Belial and Deathwing Terminators) then no more than 2 of said entry may be taken as Troops.
- If vehicles may be taken as a squadron then no more than 2 vehicles may be taken per squadron.

- **General Banned List:**

- Storm Ravens of any kind.
- All fortifications; though players may still purchase a Quad Cannon for 50pts or Icarus Lascannon for 35pts.
- Farsight Enclave Codex.
- Iyanden Codex.

- Black Legion Codex.
- **Allies:**
 - All Battle Brothers allies now become Allies of Convenience.
- **Black Templars**
 - Cannot take both Adamantium Mantel and a 2+ save on the same model.
 - Cannot take both a Space Marine Bike and a 2+ save on the same model.
- **Blood Angels**
 - No Mephiston.
 - Maximum 2 Priests/Corbulo.
 - No Corbulo if Terminators present in army.
 - Maximum 6 Death Company if Land Raider present in army.
- **Chaos Daemons**
 - No Fateweaver.
 - No Grimoire of True Names.
 - Maximum 1 Exalted Reward.
 - Maximum 5 psychic levels across the army (excluding Horrors).
 - Maximum 40 Beasts and/or Jetbike wounds across the army, including HQ choices.
 - Maximum 3 Walking Monstrous Creatures which includes Soulgrinders.
- **Chaos Space Marines**
 - No Helldrakes with Bale Flamer
 - Daemon Princes may not take Black Mace or Axe of Blind Fury.
 - If a character is riding a Juggernaut they may not take Axe of Blind Fury.
 - Maximum 5 psychic levels across the army. Spell Familiars count as 1.
 - Maximum 40 Plague Zombies.

- **Dark Angels**
 - No Azrael
 - May take Sammael OR Belial, not both.
 - No Standard of Devastation or Fortitude.
 - Maximum 1 Ravenwing Grenade Launcher per army.
 - If Darkshroud is present then a maximum of 7 Black Knights across entire army (Fast Attack and Ravenwing Command Squad).

- **Dark Eldar**
 - Maximum 1 Shadowfield
 - Maximum 3 Beastmasters and 5 Beasts per Beastmaster.

- **Eldar**
 - No Eldrad
 - Maximum 5 Warlocks on Jetbikes
 - Maximum 2 Wave Serpents.
 - Wave Serpents may not take Scatter Lasers.
 - Maximum 1 Windrider Jetbike Squad of 5 models or less
 - Cannot take an allied Riptide if Wraith Knight present in army.
 - Cannot take both a Mantel of the Laughing God, Phoenix Gem and/or Eldar Jetbike on the same model.

- **Grey Knights**
 - No Coteaz
 - Maximum 7 Psycannons; vehicles with Psybolt Ammo count as 1, Land Raider Crusaders with Psybolt Ammo count as 2.
 - Maximum 6 Death Cult Assassins and/or Crusaders.

- **Imperial Guard**
 - Maximum 3 Ordnance Barrages; Manticore counts as 2, Sly Marbo counts as 1.
 - Maximum 7 Barrage weapons.

- Maximum 3 Infantry squads in any single Platoon.
 - Maximum 3 Heavy Weapon squads and/or Special Weapon squads in any single Platoon.
- **Necrons**
 - No Immotek
 - May take Nemesor OR Obyron, not both.
 - May take Destroyer Lord OR Wraiths, not both.
 - Cannot take Sempeternal Weave and Mindshackle Scarabs on the same model.
- **Orks**
 - Maximum 5 Nob Bikers.
 - Maximum 120 of the following models in total across the army: Ork Boyz, Stormboyz and/or Lootas.
 - Kustom Force Field counts as 30 models for the above limit.
- **Sisters of Battle**
 - May take Celestine OR Jacobus, not both.
- **Space Marines**
 - May take only 1 of the following in the army; Lysander OR Calgar OR a Land Raider.
 - Shrike may not infiltrate Terminators of any kind.
 - Cannot take both a Space Marine Bike and a 2+ save on the same model.
 - Maximum 3 Multi-Melta Attack Bikes in army.
- **Space Wolves**
 - No Logan Grimnar.
 - Maximum one Rune Priest OR Njal Storm Caller.
 - Cannot take both a Space Marine Bike and a 2+ save on the same model.

- Cannot take both a Thunder Wolf and a 2+ save on the same model.
- Cannot take both Saga of the Bear and a 2+ save on the same model.

- **Tau**

- Maximum 2 High Yield Missile Systems.
- Maximum 4 Smart Missile Systems
- Maximum 6 Marklights.
- May take Farsight OR Shadowsun, not both.
- Ethereal takes up 1 Troop Choice as well as 1 HQ – but DOES NOT count as a Troop choice for mission purposes.
- Ethereal cannot use the Storm of Fire Invocation.
- May only take 1 of the following in the army: Puretide Engram Neurochip, Command and Control Node, Multispectrum Sensor Suite.
- Cannot take an allied Wraith Knight if Riptide present in army.
- If Tau are taken as allies then only 1 of the following may be chosen;
 - Broadsides
 - Riptide
 - Shadowsun
 - Farsight

- **Tyranids**

- No Swarmlord.
- Tervigons may not be taken as Troops.
- Maximum 24 T6 Wounds in total across the army.
- Maximum 90 in total of the following models in total across the army; Termagants, Hormaguants, Gargoyles.
- Tervigon counts as 20 models for the above limit.
- Doom may not take a Mycetic Spore.
- Harpy's are not subject to the maximum 1 FMC limit.
- If at least 40 Genestealers are taken as Troops may use the following "Genestealer Cult" army list:

- Only the following units may be chosen from Codex Tyranids; Tyranid Prime, Ygmarl Genstealers (max 2 units), Lictors (max 2 models), Genestealers.
- May then take Imperial Guard Allies of Convenience.
- Must take Primaris Psyker as Allied HQ (Cult Magus).