

IASL Warhammer 40k 6th edition v1.2

How to use this document

- All armies get a certain number of points to spend on their army selection (called army selection points). This amount is described in brackets after the army's name.
- Some units, models and upgrades are penalized. This is indicated by a point value and then a description of what is penalized. When such penalized unit, model or upgrade is included in an army list; deduct the penalty from the army's selection point.
- No army may have less than 0 army selection points and no bonus is given to an army with more than 0 army selection points left.
- When a whole unit is penalized this is clearly indicated by the description. In other cases it is each model which is penalized.

Black Templars (11 points)

- 3 Character on Bike
- 3 Terminator unit with Tank Hunters
- 3 Assault Terminator unit with at least 50% Storm Shields
- 2 Land Raider (any Pattern)
- 2 More than 5 vehicles (counting each Land Raider (any Pattern) as two vehicles)
- 2 More than 10 vehicles (counting each Land Raider (any Pattern) as two vehicles)
- 1 Attack Bike
- 1 Land Speeder with Typhoon Missile Launcher
- 1 Vindicator
- 1 Predator
- 1 Dreadnought with Tank Hunter

Blood Angels (13 points)

- 6 10 man Terminator unit
- 5 Mephiston
- 5 Stormraven
- 3 Land Raider (any Pattern)
- 3 Sanguinor
- 3 Assault Terminator unit with at least 50% Storm Shields
- 3 More than 5 vehicles (counting each Land Raider (any Pattern) as two vehicles)
- 3 More than 10 vehicles (counting each Land Raider (any Pattern) as two vehicles)
- 3 Death Company unit
- 2 Dante
- 2 Sanguinary Priest (including Corbulo and Sanguinary Novite)
- 2 Assault Marine unit of 10 models with Jump Packs
- 2 More than 20 Assault Marines with Jump Packs
- 2 Sanguinary Guard unit taken as Troops
- 2 Furioso Dreadnought
- 2 Death Company Dreadnought
- 1 Attack Bike
- 1 Land Speeder with Typhoon Missile Launcher
- 1 Razorback
- 1 Vindicator
- 1 Predator (including Baal Predator)
- 1 Dreadnought with 2 twin-linked Autocannons

Chaos Daemons (15 Points)

- 6 Fateweaver
- 4 Bloodthirster
- 3 Great Unclean One
- 3 Ku'Gath
- 3 Soulgrinder
- 3 Fiend unit
- 2 Pavane (including The Masque)
- 2 Flamer unit
- 2 Screamer unit
- 2 Seeker Chariot
- 2 Daemon Prince
- 2 Lord of Change
- 2 Keeper of Secrets
- 2 More than 1 Flying Monstrous Creature
- 4 More than 2 Flying Monstrous Creatures
- 1 Bloodcrusher (including Skulltaker/Herald on Juggernaut)
- 1 Flesh Hound unit

Chaos Space Marines (12)

- 4 Helldrake
- 3 Abaddon
- 3 Ahriman
- 3 Maulerfiend
- 2 Typhus
- 2 Kharn
- 2 Huron
- 2 Lord/Sorcerer on Palanquin or Juggernaut
- 2 More than 5 vehicles (counting each Land Raider (any Pattern) as two vehicles)
- 2 More than 10 vehicles (counting each Land Raider (any Pattern) as two vehicles)
- 2 Spawn unit of more than 2 models
- 2 Havoc unit
- 2 Scoring Plague Marine unit
- 2 Biker unit with Mark of Nurgle
- 2 Forgefiend
- 2 Daemon Prince
- 2 Wings on Daemon Prince
- 1 Mark of Nurgle on Daemon Prince with Wings
- 2 Scoring Chosen unit (not counts penalties for Chosen unit)
- 1 Chosen unit
- 1 Predator
- 1 Vindicator
- 1 Hellbrute (if army have Forgefiends or Maulerfiends)
- 1 Obliterator
- 1 More than 0 Cultist units

Dark Angels (2 points)

- 1 Belial
- 1 Land Raider (any Pattern)
- 1 Apothecary
- 1 More than 5 vehicles (counting each Land Raider (any Pattern) as two vehicles)

- 1 More than 10 vehicles (counting each Land Raider (any Pattern) as two vehicles)

Dark Eldar (8 points)

- 4 Asdrubael Vect
- 2 Shadowfield (not including Asdrubael Vect)
- 2 Razorwing Jetfighter
- 2 Voidraven Bomber
- 1 Venom
- 1 Ravager
- 1 More than 5 vehicles

Eldar (20 points)

- 8 Eldrad Ulthran (including penalties for Fortune, Doom and Runes of Warding)
- 3 Avatar
- 2 Fortune
- 2 Doom
- 2 War Walker
- 2 Wave Serpent
- 2 Harlequin unit
- 2 Maugan Ra
- 2 Yriel
- 2 Farseer on Jetbike
- 2 Warlock on Jetbike
- 4 Warlock unit on Jetbikes of more than 5 models
- 1 Runes of Warding
- 1 Falcon
- 1 Vyper
- 1 More than 6 Vypers or War Walkers

Grey Knights (14 points)

- 6 Draigo
- 5 Stormraven
- 4 Coteaz
- 4 Librarian
- 4 Terminator unit of 10 models
- 3 Karamazov
- 3 Psyflemman Dreadnought* (with 2 twin-linked Autocannons and Psybolt Ammo)
- 2 Terminator unit (not counting a 10 man unit)
- 2 Henchmen unit with more than 5 Deathcult Assassins and/or Crusaiders
- 1 Henchmen unit
- 2 Land Raider (any Pattern)
- 2 Purifier unit
- 2 More than 4 vehicles (counting each Land Raider (any Pattern) as two vehicles)
- 2 More than 8 vehicles (counting each Land Raider (any Pattern) as two vehicles)
- 2 Psychotroke Grenades
- 2 Inquisitor with Rulebook Psychic Powers
- 1 Paladin
- 1 Rad Grenades
- 1 Strike Squad unit
- 1 Dreadnought* with 2 twin-linked Autocannons (not counting Psyflemmans)
- 1 Dreadnought* with 1 twin-linked Autocannon and Psybolt Ammo (not counting Psyflemmans)

- 1 Razorback
- 1 Chimera
- * including Venerable Dreadnought

Imperial Guard (13 points)

- 5 Psyker Battle Squad
- 4 Manticore
- 4 Vendetta
- 2 Valkyrie
- 2 Straken
- 2 Creed
- 1 Infantry Squad in a Platoon that can be joined by at least one Commissar/Commissar Lord at the start of the battle
- 1 Commissar in an Infantry Squad
- 1 Commissar Yarrick
- 1 Primaris Psyker
- 1 Ministorum Priest
- 1 Marbo
- 1 Chimera
- 1 Griffon
- 1 Leman Russ (all patterns)
- 1 Basilisk
- 1 More than 6 vehicles
- 1 More than 12 vehicles

*The two largest Platoons if the army includes two Commissar Lords (including Yarrick)

Necrons (17 points)

- 4 Imotekh
- 4 Night Scythe
- 4 Doom Scythe
- 3 Wraith unit
- 3 Catacomb Command Barge
- 3 Annihilation Barge
- 3 Scarab unit
- 2 More than 1 Scarab units
- 2 Ghost Arc
- 2 More than 4 vehicles with Quantum Shielding
- 2 More than 3 Tomb Spydery
- 4 More than 6 Tomb Spydery
- 1 Tomb Spyder

Orks (18 points)

- 6 Ghazghkull
- 4 Warboss on Bike (including Wazdakka)
- 4 Kustom Force Field
- 4 Meganob unit
- 3 More than 60 Ork Boys or Stormboys (not Lootas, Kommandos, etc)
- 3 More than 100 Ork Boys or Stormboys (not Lootas, Kommandos, etc)
- 3 Loota unit

- 3 Battlewagon
- 3 Dakka-jet
- 2 Burna-bommer
- 2 Blitza-bommer
- 2 Nobbiker
- 2 Boy unit of more than 15 models
- 2 Stormboy unit of more than 15 models
- 2 Killa Kan unit
- 2 Big Gun unit
- 2 Warbuggy unit
- 1 Zagstruk

Sisters of Battle (17 points)

- 5 Celestine
- 3 Exorcist
- 2 Henchmen unit with more than 5 Deathcult Assassins and/or Crusaders
- 1 Jacobus
- 1 Dominion unit
- 1 Rhino
- 1 Immolator

Space Marines (12 points)

- 4 Lysander
- 4 10 man Terminator unit
- 3 Stormtalon
- 2 Kor'sarro Khan
- 2 Vulkan
- 2 Calgar
- 2 Assault Terminator unit with at least 50% Storm Shields
- 2 Land Raider (any Pattern)
- 2 More than 5 vehicles (counting each Land Raider (any Pattern) as two vehicles)
- 2 More than 10 vehicles (counting each Land Raider (any Pattern) as two vehicles)
- 1 Shrike
- 1 Attack Bike
- 1 Land Speeder with Typhoon Missile Launcher
- 1 Predator
- 1 Vindicator
- 1 Dreadnought (including Venerable) with 2 twin-linked Autocannons

Space Wolves (12 points)

- 4 Njal
- 4 Logan
- 3 Rune Priest
- 3 Long Fang unit
- 2 Wolf Lord on Bike or Thunderwolf Mount
- 2 Thunderwolf Cavalry unit of more than 3 models
- 2 Land Raider (any Pattern)
- 2 More than 5 vehicles (counting each Land Raider (any Pattern) as two vehicles)
- 2 More than 10 vehicles (counting each Land Raider (any Pattern) as two vehicles)
- 1 Land Speeder with Typhoon Missile Launcher
- 1 Grey Hunter unit

- 1 Scoring Wolf Guard unit
- 1 More than 0 Lone Wolves
- 1 Predator
- 1 Vindicator
- 1 Dreadnought with 2 twin-linked Autocannons

Tau Empire (20 points)

- 2 Broadside
- 2 Pathfinder unit
- 2 Hammerhead
- 1 Crisis Suit (including Commanders)
- 1 Devilfish

Tyranids (12 points)

- 3 Tervigon
- 3 Doom of Malan'tai
- 3 Hive Tyrant with Wings (including penalties for Hive Tyrant)
- 2 Hive Tyrant
- 2 Swarmlord
- 2 Tyranid Warrior unit of more than 6 models
- 2 Tyrant Guard unit of more than 2 models
- 1 Hive Guard
- 1 Zoanthrope
- 1 Harpy
- 1 Tyranid Prime
- 1 More than 4 Monstrous Creatures (excluding Mycetic Spores)
- 1 Trygon
- 1 Mawlock