

General Rules

Highlander Comp:

- o Maximum 1 of any army list entry outside of Troops.
- o Maximum of 3 duplicate army list entries from Troops if more than 1 entry is available.
- o Maximum 3 of any one type of dedicated Transport; i.e. 3 Rhinos, 3 Trukks, etc (see further restrictions on flyers and AV14).
- o Maximum 6 dedicated Transports in total.
- o Maximum 1 Land Raider of any type.
- o Maximum 1 Flyer or FMC.
- o Maximum of 2 vehicles with AV14 on any facing may be taken.
- o 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.
- o Maximum 1 multi-wound independent character that may move more than 6" on its own in the movement phase.
- o 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.
- o If vehicles or monstrous creatures may be taken as a squadron then no more than 2 vehicles or monsters may be taken per squadron.
- o Maximum 1 multi-wound IC with 2+ Save
- o No 2+ save if able to turbo boost or has a cavalry.

- o Maximum 5 Special or Combi-Weapons in one unit.

General Banned List:

- o Storm Ravens of any kind.
- o Fortifications

Dessa kommer inom kort.

- o Farsight Enclave Codex.
- o Iyanden Codex.
- o Black Legion Codex.
- o Iron Hands
- o Inquisitor

You might use IA, but send me a PM with the rules so that I may check them first.

Allies:

- o Battle-brothers count as Allies of Convenience

Blood Angels

- o No Mephiston.
- o Maximum 2 Priests/Corbulo.
- o No Corbulo if Terminators present in army.
- o Maximum 6 Death Company if Land Raider present in army.

Chaos Daemons

- o No Fateweaver.
- o No Grimoire of True Names.
- o Maximum 1 Exalted Reward.
- o Maximum 6 psychic levels across the army (excluding Horrors). Count FMC lvl twice.
- o Maximum 40 Beasts and/or Jetbike wounds across the army, including HQ choices.
- o Maximum 3 Walking Monstrous Creatures, including Soulgrinders.

Chaos Space Marines

- o No Helldrakes with Bale Flamer
- o Daemon Princes may not take Black Mace or Axe of Blind Fury.
- o If a character is riding a Juggernaut they may not take Axe of Blind Fury.
- o Maximum 6 psychic levels across the army. Spell Familiars count as 1. Count FMC lvl twice.
- o No HQ with steed, bike or jump pack if chaos spawns are present.
- o Maximum 40 Plague Zombies.

Dark Angels

- o No Azrael
- o May take Sammael OR Belial, not both.
- o No Standard of Devastation or Fortitude.
- o Maximum 1 Ravenwing Grenade Launcher per army.

- o If Darkshroud is present then a maximum of 7 Black Knights across entire army (Fast Attack and Ravenwing Command Squad, Apothecary count as 2).

Dark Eldar

- o Maximum 1 Shadowfield
- o Maximum 3 Beastmasters and 5 Beasts per Beastmaster, if Shadowfield is present

Grey Knights

- o No Rad Grenades
- o Max 1 character with Grand Strategy
- o Maximum 6 Death Cult Assassins and/or Crusaders.

Eldar

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

Imperial Guard

- o Maximum 3 Ordnance Barrages; Manticore counts as 2, Sly Marbo counts as 1.
- o Maximum 7 Barrage weapons.
- o Maximum 3 Infantry squads in any single Platoon.
- o Maximum 3 Heavy Weapon squads and/or Special Weapon squads in any single Platoon.
- o Maximum 1 Commisar or Lord Commisar

Necrons

- o No Immotek
- o No Mindshackle Scarabs
- o May take Nemesor OR Obyron, not both.
- o May take Destroyer Lord OR Wraiths, not both.
- o Max 18 Wound in Tomb Spyder and Scarab units.
- o Max 3 Quantum Shielding
- o No Night Scythe if Abyssal Staff or Haywire Staff in army
- o No 2+/3++ if Chronometer is present.

Orks

- o No Ghazkull if open topped transport is present.
- o Maximum 5 Nob Bikers.
- o Maximum 120 of the following models in total across the army: Ork Boyz, Stormboyz and/or Lootas.
- o Kustom Force Field counts as 30 models for the above limit.

Sisters of Battle

Space Marines

- o No Tigris

Space Wolves

- o No Logan Grimnar if Longfangs with Drop Pod is present.
- o Maximum one Rune Priest OR Njal Storm Caller.
- o Cannot take both Saga of the Bear and a 2+ save on the same model.

Tau

- o Maximum 2 High Yield Missile Systems.
- o Maximum 8 Wounds in a Broadside unit.
- o Maximum 4 Smart Missile Systems
- o Maximum 6 Markerlights. (Maximum 4 Markerlights that hits on 2+)
- o May take Farsight OR Shadowsun, not both.
- o Max 2 Units of Fire Warriors if Ethereal is present.
- o Max 40 Kroots, Fire Warrior and/or sniper Drones in the army if Ethereal is present.
- o May only take 1 of the following in the army: Puretide Engram Neurochip, Command and Control Node, Multispectrum Sensor Suite, Iridium Armor.
- o Cannot take an allied Wraith Knight if Riptide present in army.

Tyranids

- o No Swarmlord

- o Maximum 24 T6 Wounds on models with the Monstrous Creature type in total across the army.
- o Maximum 120 models in army.
- o Tervigon counts as 15 models for the above limit.
- o May take 2 MC with flying.