

FLABBERGAST COMP

7th Edition. v1.2

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 3 Dedicated Transports for Troops
- Maximum 1 Land Raider of any type.
- Maximum 1 Flyer or FMC.
- Maximum 1 multi-wound independent character that may move more than 6" on its own in the movement phase.
- 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.
- No 2+ save if able to turbo boost or has a cavalry.
- Maximum 5 Special or Combi-Weapons in one unit.

- **Psykers**

- Each psyker has the following 3 choices:
 1. Declare on armylist which psychic disciplines they WILL roll on
 2. Declare on armylist which psychic disciplines they WILL NOT roll on
 3. Declare nothing

*** This will affect your composition (if used in collaboration with this document). For example: *“My level 2 Chaos Sorcerer WILL roll on Pyromancy but NOT on Maelific and Telepathy.”*
- Maximum 8 Warpcharges can be generated by psykers each turn. If more than 8 charges available in army, declare at start of the game which psykers are generating said 8 warp charges. Any remaining psykers are considered non-psykers for the entire game. i.e cannot cast spells, generate warp charges, etc.
- Summoned units from Maelific Daemonology are always worth 1 extra VP if destroyed, if the active mission is Kill points each unit will be worth 2 VP.
- You may only summon one unit per turn.

- **General Banned List:**

- Storm Ravens of any kind.
- All fortifications
- Invisibility. If you roll invisibility, re-roll. If you have it from the start of the game or gain it any other way, you may not use it.
- *2+ save with reroll, 2+ save with reroll is instead 2+ followed by a 4+ save.*

You may use Imperial Armour rules, but send me a PM with the rules so that I may check and approve them beforehand. Any unapproved Imperial Armour units will be automatically banned from play during the tournament.

- **Allies:**
 - All Battle Brothers allies now become Allies of Convenience.
 - The following units cannot be used as allies:
 - Tigurius
 - Eldrad
 - Coteaz
 - Night Scythes
 - Land Raiders
 - Centurions

Codex Specific Rules

- **Adepta Sororitas**
 - Maximum 3 Ministorium Priests. Celestine counts as one.
 - Celestine counts as Cannoness for highlander.
- **Astra Militarum**
 - Maximum 3 Ordnance Barrages; Manticore counts as 2, and Wyverns counts as 1.
 - Maximum 7 Barrage weapons.
 - Maximum 4 Infantry squads in any single Platoon. Each Ministorium Priest or Commisar, including Yarrik, count as one squad.
 - Maximum 3 Heavy Weapon squads and/or Special Weapon squads in any single Platoon.
 - Maximum 1 Commisar or Lord Commisar, including Yarrik
- **Black Legion**
 - Same restrictions as Chaos Space Marines
- **Blood Angels**
 - Mephiston count as a Librarian for Highlander
 - Maximum 2 Priests/Corbulo.
 - No Corbulo if Terminators present in army.

- Maximum 6 Death Company if Land Raider present in army.
- Maximum 3 Assault and Tactical Squads in total.
- Maximum 15 models from Devastator and Sternguard Veterans.
- Maximum 40 Objective Secured wounds with 3+ armour save including allies.

- **Chaos Daemons**

- No Fateweaver.
- No Grimoire of True Names.
- Maximum 40 Beasts and/or Jetbike wounds across the army, including HQ choices.
- Maximum 1 Herald of each god
- Maximum 3 Walking Monstrous Creatures, including 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 40 Plague Zombies.
- Maximum 5 spawns in a unit. Each character that may join them and can move 12" in the movement phase count as 2.

- **Clan Raukan**

- Same restrictions as Space Marines

- **Crimson Slaughter**

- Same restrictions as Chaos Space Marines
- Maximum 1 Relic

- **Dark Angels**

- Azrael only locks up 2 troop choices for bikes and terminators.
- 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, Apothecary count as 2).
 - Maximum 2 Tactical Squads.
 - Maximum 40 Objective Secured wounds with 3+ armour save including allies.
- **Dark Eldar**
 - Maximum 1 Shadowfield
 - Maximum 3 Beastmasters and 5 Beasts per Beastmaster, if Shadowfield is present.
- **Eldar**
 - Eldrad count as a Farseer for highlander
 - Maximum 2 Warlocks on Jetbikes
 - Maximum 1 dedicated troop Wave Serpent
 - Maximum 2 Wave Serpents in army
 - Wave Serpents may not take Scatter Lasers.
 - Maximum 2 Units of Windrider Jetbikes.
 - 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.
 - Maximum 2 shadow weavers
- **Farsight Enclave**
 - Same restrictions as Tau
 - Maximum two units of troop suits.
 - O'vesa is banned
- **Grey Knights**
 - Draigo and Mordrak count as Grand Masters for highlander.
 - Coteaz count as an inquisitor for highlander.

- No Rad Grenades.
 - Maximum 6 Death Cult Assassins and/or Crusaders.
 - Maximum 3 vehicles with psybolt ammunition.
 - Maximum 40 Objective Secured wounds with 3+ armour save including allies.
- **Inquisition**
 - Same restrictions as Grey Knights
- **Iyanden**
 - Same restrictions as Eldar
- **Militarum Tempestus**
 - Same restrictions as Astra Militarum
- **Necrons**
 - Immotek, Obyron, Nemesor, Trazyen, Anrakyr and Orikan count as Necron Overlords for Highlander
 - No Mindshackle Scarabs
 - May take either Nemesor OR Obyron, not both.
 - May take either Destroyer Lord OR Wraiths, not both.
 - Maximum combined total of 18 wounds from all Tomb Spyder and Scarab units.
 - No Night Scythe if Abyssal Staff or Voltaic Stave in army.
 - Max 4 vehicles with living metal, Night Scythes, Command Barges and Annihilation Barges count as 2.
- **Orks**
 - No Ghazkull
 - Maximum 120 of the following models in total across the army: Ork Boyz, Stormboyz and/or Lootas.
 - Kustom Force Field counts as 10 models for the above limit
 - Thinkin Cap counts as 20 models for the above limit.

- Maximum 3 Buggies in a unit
- Maximum 3 Killa Kans in a unit
- Maximum 3 Big Gunz in a unit

- **Sentinels of Terra**
 - Same restrictions as Space Marines

- **Space Marines**
 - Tigirus count as Librarian for highlander.
 - Lysander and Marneus Calgar count as Chaptermaster for highlander.
 - Maximum 2 Grav weapons in a Centurion unit. Each independent character in the army with 2+ save, and more than one wound, counts as a Grav weapon for this restriction.
 - Maximum 2 Tactical Squads
 - Maximum 5 Grav weapons in army
 - Maximum 15 models on bikes in a white scar army
 - Maximum 15 models from Devastator, Sternguard Veterans and Legion of the Damned units.
 - Maximum 40 Objective Secured wounds with 3+ armour save including allies.

- **Space Wolves**
 - Njal Storm Caller count as a Rune Priest for highlander
 - Cannot take both Saga of the Bear and a 2+ save on the same model.
 - Logan counts as a Wolf Lord for highlander
 - Maximum 40 Objective Secured wounds with 3+ armour save including allies.

- **Tau**
 - Farsight count as a Commander for highlander.
 - Maximum 2 High Yield Missile Systems.
 - Maximum 8 Wounds in a Broadside unit.
 - Maximum 4 Smart Missile Systems

- Maximum 6 Markerlights. (Maximum 4 Markerlights that hits on 2+)
- May take Farsight OR Shadowsun, not both.
- Maximum 2 Units of Fire Warriors if Ethereal is present.
- Maximum 40 Kroots, Fire Warrior and/or sniper Drones in the army if Ethereal is present.
- May only take 1 of the following in the army: Puretide Engram Neurochip, Command and Control Node, Multispectrum Sensor Suite.
- Tau Commander may take either Iridium Armour or Vectored Retro Thrusters. Not both.
- Cannot take an allied Wraith Knight if Riptide present in army.

- **Tyranids**

- Swarm Lord counts as a Hive Tyrant.
- Maximum 24 T6 Wounds on models with the Monstrous Creature type in total across the army.
- Maximum 140 models in army.
- Tervigon counts as 15 models for the above limit.
- Venomthropes counts as 10 models for the above limit and 2 T6 wounds for the army.
- May take 2 FMC. Max 3 points in flying monsters creatures, Hive Tyrant with wings and Hive Crone count as 2, Harpy as 1.