



ALPHA LEGION UPRISING CHAOS ARMY LIST

By Kevin "Chroma" Petker

An Alpha Legion Uprising has a Strategy Rating of 5 during setup and Turn 1 and a Strategy Rating of 3 on all subsequent turns. Alpha Legion Chaos Marine, Aircraft, Spacecraft, and Titan formations have an Initiative of 2+. Alpha Legion Chaos Cultist formations have an Initiative of 3+. The "Factions" rule applies to all Alpha Legion formations. Alpha Legion Chaos Marine formations may only select the "Chaos Undivided" faction.

ALPHA LEGION CHAOS MARINES FORMATIONS

FORMATION	CORE UNITS	UPGRADES	COST
0-1 Alpha Legion Chosen Space Marines	One Chaos Lord Character plus Four to six Chosen Space Marines	Chaos Land Raiders, Dreadclaws, Dreadnought	65 points each
Alpha Legion Retinue	One Chaos Lord Character plus eight Chaos Space Marines units.	Chaos Land Raiders, Dreadnought, Dreadclaws, Rhinos, Havocs	275 points
Alpha Legion Bike Company:	One Chaos Lord Character plus eight Chaos Space Marines Bike units	None	300 points
Alpha Legion Armoured Company	Four to eight Chaos Predators and/or Chaos Land Raiders in any combination	None	Predator -50 points each Land Raider -75 points each
0-2 Alpha Legion Infiltrators	One Chaos Lord Character plus Six Chaos Space Marines units (Chaos Space Marines in the formation receive the Scout ability for free)	Rhinos, Dreadclaws	300 points

ALPHA LEGION CHAOS CULTIST FORMATIONS

(Up to two Alpha Legion Chaos Cultist Formations may be taken per one Alpha Legion Chaos Marine formation taken.)

FORMATION	CORE UNITS	UPGRADES	COST
1+ Alpha Legion Traitor Coven	One Demagogue or Chaos Marine Aspiring Champion and eleven Cultist units.	Daemon Prince, Icon Bearer, Cultists or Mutants, Big Mutants, Chaos Spawn, Chaos Hounds, Chaos Altar, Traitor Fire Support, Traitor Tank Squadron, Traitor Griffon Battery, Traitor Hellhound Squadron, Traitor Flak, Traitor Snipers, Transports, Daemonic Pact	200 points
Traitor Rough Riders	Six Traitor Rough Rider units.	None	150 points
Traitor Sentinel Squadron	Four Traitor Sentinels.	None	100 points
Traitor Artillery Battery	Four Traitor Basilisks and/or Manticores	None	350 points
Traitor Armour Company	Six Traitor Leman Russ	Traitor Griffon Battery, Traitor Hellhound Squadron, Traitor Flak	400 points
0-2 Traitor Storm Troopers	One Demagogue or Chaos Marine Aspiring Champion and six Traitor Storm Troopers	Traitor Snipers, Transport	200 points
Traitor Super-Heavy Tank Company	One to three Baneblades and/or Shadowwords in any combination	Traitor Tank Squadron, Traitor Griffon Battery, Traitor Hellhound Squadron, Traitor Flak	200 points each
Daemon Pool	Any number of Lesser Daemons Any number of Greater Daemons	None	20 points each 100 points each

(Note: Daemons purchased for the Daemon Pool are not Faction specific and are used to represent a Daemon from any faction.)

ALPHA LEGION SPACECRAFT AND SUPPORT

(Up to 1/3 of the army's points may be spent on Spacecraft and Support)

FORMATION	UNITS	COST
Devastation Class Cruiser	One Devastation Class Cruiser	150 points
Traitor Thunderbolt Fighters	Two Thunderbolt Fighters.	150 points
Traitor Marauder Bombers	Two Marauder Bombers.	300 points
Swiftdeath Interceptor	Three Swiftdeath Interceptors	200 points
Helltalon Fighter-bomber	Two Helltalon Fighter-bombers	300 points
0-1 Traitor Warhound Titan Pack	One or two Traitor Warhound Titans	250 points each

Special Rule - Surprise Attack!

The Alpha Legion makes extensive use of cunning deployment and the corruption of apparently loyal Imperial forces. When the time is right, they reveal their insidious plans, often striking a completely unprepared foe.

To represent this focus of the Alpha Legion the following special rule applies. At the start of the game and for the first turn, an Alpha Legion army is considered to have a Strategy Rating of 5; this is used for determining table edges, deployment order, etc. In all subsequent turns they are treated as having Strategy Rating 3 as local forces mobilize to respond to their treachery.

Design Note - Chaos Rules and Upgrades

As a variant Chaos forces list the Alpha Legion Uprising army uses all the standard Chaos rules in the Black Legion and Lost and the Damned army lists.

Additionally, the costs and rules for all listed upgrades can be found in those same army lists.

Kolonel Rommelz's Blood Axe Ork Mercenary Warhorde

By Kevin "Chroma" Petker

Blood Axe Ork Mercenary armies have a Strategy rating of 3, modified by the 'Blood Axe Taktiks' special rule. All Ork units have an Initiative rating of 3+, but receive modifiers depending on the action chosen when taking an action or the size of the warband when rallying (see 5.5.1 & 5.5.2 in the Epic rulebook). Up to one third of the army's points may be spent on Aircraft, Drop Roks, and Spacecraft. Blood Axe Ork Mercenary armies receive a free Warlord character following the normal Ork rules.

TYPE	CORE UNITS	COST PER FORMATION			EXTRAS
		NORMAL	BIG	HUGE	
Kommando Warband	One Nob, six Kommandos and two Grotz	200	350	500	Up to four Looted Chimeras at +25 points each Any number of the following for +25points each: Big Gunz, Boyz (with free Grot), Killa Kans, Kommandos, Stormboyz Any number of the following for +35 points each: Dreadnaughts, Gunwagons; Deth Koptas; Flakwagonz Any number of Battlefortress for +125 points each Any number of Gunfortress for +135 points each Up to two Nobz for +35 points each Up to one Oddboy character for +50 points
Mekanzed Warband	One Nob, 3 Boyz, and two Looted Chimeras	150	250	350	Up to two Looted Chimeras at +25 points each Any number of the following for +25 points each: Ork Boyz (with free Grot), Buggies, Kommandos, Warbikes, Skorchas. Any number of the following for +35 points each: Gunwagons; Deth Koptas; Flakwagonz Up to one Nob for +35 points Up to one Oddboy character for +50 points
0-1 Taktikal Warband	Four Nobz and two Grotz	175	300	425	Up to two Looted Rhinos for free. Up to two Looted Land Raiders for +75 points each Any number of the following for +35 points each: Dreadnaughts, Gunwagons; Deth Koptas; Flakwagonz Up to two Nobz for +35 points each
'Eavy Armour Brigade	Any three of the following units: Looted Leman Russ Looted Leman Russ Demolisher Looted Land Raider	225	400	575	Any number of the following for +35 points each: Gunwagons; Deth Koptas; Flakwagonz. Up to one Nob for +35 points Up to one Oddboy character for +50 points
'Eavy Gunz Brigade	Three Looted Basilisks	225	400	575	Any number of the following for +25points each: Big Gunz Any number of the following for +35 points each: Gunwagons; Deth Koptas; Flakwagonz. Up to one Nob for +35 points Up to one Oddboy character for +50 points
Fighta Squadron	Three Fighta Bommerz	150	n/a	n/a	Up to six Fighta Bommerz or Big Bommerz for +50 points each
Landa	One Landa	200	n/a	n/a	None
Drop Rok	One Drop Rok	200	n/a	n/a	None
Kill Kroozer	One Kill Kroozer	200	n/a	n/a	May be upgraded to Ork Battlekroozer for +50 points

Special Rule - Looted Vehicles

Orks of the Blood Axe clan are known for looting from and even... UGH... trading with Oomans to get access to un-Orky forms of technology and vehicles. Of course, even Blood Axe Mekboyz can't stop themselves from 'tinkering' with these acquisitions and this can cause headaches for the discerning Blood Axe Warlord.

The following rules apply to Looted Vehicles:

- all Transport ability is replaced with the following: *Transport (may carry any two of the following units: Boyz, Kommandos, Nobz. Alternatively, one of the two units transported may be a Big Gun. May carry one Grot in addition to any other units).*

- all Looted Vehicles lose the *indirect fire* special ability.

- any Looted Vehicle that partakes in a 'Double' or 'March' action must take a dangerous terrain test at the end of its second move or break down and be destroyed. You are free to "move cautiously" during this move, but that's not very Orky, is it?

In all other ways, Looted Vehicles are treated like their Imperial counterparts, but should be painted/modelled in suitably Orky style.

Special Rule - Blood Axe Taktiks

Blood Axe Warlords are known (and usually despised) for using un-Orky taktiks... or just tactics in general! This can make fighting against Blood Axe armies a little more unpredictable than fighting other Ork forces.

At the start of a battle, before setup (EA 6.1.2) the Blood Axe player rolls on the following chart:

1: *"Dis is da wrong map!"* - For setup and the first turn, the Blood Axe army is treated as having a Strategy Rating of 1. This returns to Strategy Rating 3 for all subsequent turns.

2-5: Kunning as an Ork - The Blood Axe army has the normal Ork Strategy Rating of 3.

6: *"Tve gotz a very kunning plan..."* - For setup and the first turn, the Blood Axe army is treated as having a Strategy Rating of 5. This returns to Strategy Rating 3 for all subsequent turns.

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CADIAN DEFENCE FORCE ARMY LIST

By Kevin "Chroma" Petker

A Cadian Defence Force army has a Strategy Rating of 1. All Cadian Imperial Guard formations and Imperial Navy Squadrons have an initiative rating of 2+. Kasrkin formations have an initiative of 1+. "Whiteshield" formations have an initiative rating of 3+.

CADIAN DEFENSE FORCE COMPANIES

Formation	Core Units	Cost
0-1 Kasrkin Regimental HQ	One Imperial Guard Supreme Command unit, eight Kasrkin units, and five Chimera units (One for Commander)	450 points
Kasrkin Infantry Company	One Imperial Guard Command unit, eight Kasrkin units	250 points
Cadian Infantry Company	One Imperial Guard Command unit, twelve Imperial Guard infantry units	250 points

CADIAN DEFENSE COMPANY UPGRADES

(Up to three may be added to each Cadian Defense Force Company)

Upgrade	Units	Cost
Fire Support Platoon	Four Fire Support units	+100 points
Infantry Platoon	Six Infantry Units	+100 points
Special Weapons Platoon	Four Special Weapon Team units	+100 points
Kasrkin Platoon	Four Kasrkin units	+100 points
Snipers	Two Sniper units	+50 points
Hellhound Squadron	Three Hellhounds	+150 points
Griffon Battery	Three Griffons	+100 points
Tank Squadron	Three Leman Russ or three Leman Russ Demolishers	+200 points
Flak	One Hydra	+50 points

CADIAN DEFENSE FORCE SUPPORT FORMATIONS

(Two may be taken for each Cadian Defense Force Company)

Formation	Units	Cost
Cadian Artillery Company	Six artillery units chosen from the following list: Basilisk, Bombard, Manticore	450 points
Cadian Sentinel Squadron	Six Sentinels	150 points
Kasrkin Elite Platoon	Eight Storm Trooper units (may have 4 Valkyrie transport vehicles) or (may have 4 Chimera transport vehicles)	250 points (+150 points) or (+100 points)
Super-Heavy Tank Platoon	One Baneblade or Shadowsword	200 points
0-1 Deathstrike Missile Battery	Two Deathstrike Missile Launchers	200 points
Orbital Support	One Imperial Navy Lunar class Cruiser OR one Emperor class Battleship	150 points 300 points
Flak Battery	Three Hydra	150 points
0-1 Sapper Platoon	Eight Sapper units. The units may be split up and added to one or more Defense Force companies in the army, or may be fielded as a single formation in their own right.	250 points

CADIAN DEFENSE FORCE 'WHITESHIELDS' FORMATIONS

(One may be taken for each Cadian Defense Force Company in the army)

Formation	Units	Cost
Cadian Whiteshield Company	One Imperial Guard Commander plus twelve Imperial Guard Infantry Units	200 points

CADIAN DEFENSE FORCE FORTIFICATIONS

(Up to 25% of points may be spent on Fortifications)

Fortifications	Units	Cost
Imperial Bastion	One Imperial Bastion (The Imperial Bastion is an Imperial Guard formation in its own right and all normal war engine rules apply.)	250 points
Fortified Position	Up to 500mm of trenches and 500mm of razorwire plus up to six bunkers	150 points
Firebase	Up to 500mm of razorwire plus up to six gun emplacements	100 points
0-1 Minefields	Up to six minefields (Minefields benefit from "concealment"; generate 1D3, plus the number of minefields, concealment counters to hide minefields)	25 points each

IMPERIAL NAVY AIRCRAFT

Three Thunderbolt Fighters	250 points
Two Marauder Bombers	300 points

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CADIAN 'SHOCK TROOP' STRIKE FORCE ARMY LIST

A Cadian 'Shock Troop' Army has a Strategy Rating of 3. Cadian Imperial Guard formations and Imperial Navy formations have an initiative rating of 2+. All Titan Legion and Kasrkin formations have an initiative rating of 1+. "Whiteshields" formations have an initiative rating of 3+. Up to one third of the army's points may be spent on Imperial Navy and Titan Legion formations.

CADIAN 'SHOCK TROOP' COMPANIES

FORMATION	CORE UNITS	COST
0-1 Kasrkin Mechanized Regimental HQ	One Imperial Guard Supreme Commander unit, eight Kasrkin units, and five Chimera units. (One for Commander)	450 points
Kasrkin Mechanized Infantry Company	One Kasrkin Commander unit, eight Kasrkin units, and five Chimera units. (One for Commander)	350 points
Cadian Mechanized Infantry Company	One Imperial Guard Commander unit, twelve Imperial Guard infantry units, and seven Chimera transport vehicles (One for Commander)	400 points

UPGRADE	UNITS	COST
Mechanized Fire Support Platoon	Four Fire Support units and two Chimera transport vehicles	+150 points
Mechanized Special Weapons Platoon	Four Special Weapon Team units and two Chimera transport vehicles	+150 points
Mechanized Kasrkin Platoon	Four Kasrkin units and two Chimera transport vehicles	+175 points
Mechanized Snipers	Two Sniper units and one Chimera transport vehicle	+75 points
Hellhound Squadron	Three Hellhounds	+150 points
Griffon Battery	Three Griffons	+100 points
Tank Squadron	Three Leman Russ or three Leman Russ Demolishers	+200 points
Flak	One Hydra	+50 points

CADIAN 'SHOCK TROOP' COMPANY UPGRADES

(Up to three may be added to each Cadian 'Shock Troop' Company)

CADIAN 'SHOCK TROOP' SUPPORT FORMATIONS

(Two may be take for each Cadian 'Shock Troop' Company)

FORMATION	UNITS	COST
Cadian Artillery Battery	Three units of the same type chosen from the following list: Basilisk, Bombard, Manticore	250 points
Cadian Sentinel Squadron	Six Sentinels	150 points
Cadian Tank Company	Seven Leman Russ tanks. One Leman Russ may be upgraded to a Vanguisher command tank at no extra cost	450 points
Kasrkin Elite Platoon	Eight Storm Trooper units (may have 4 Valkyrie transport vehicles) or (may have 4 Chimera transport vehicles)	250 points (+150 points) or (+100 points)
Cadian Super-Heavy Tank Platoon	One Baneblade or Shadowsword	200 points
0-1 Deathstrike Missile Battery	Two Deathstrike Missile Launchers	200 points
Orbital Support	One Imperial Navy Lunar class Cruiser OR one Emperor class Battleship	150 points 300 points
Cadian Flak Battery	Three Hydra	150 points
Cadian Vulture Squadron	Four Vultures	300 points

CADIAN 'WHITESHIELDS' FORMATIONS

(One may be take for each Cadian 'Shock Troop' Company in the army)

FORMATION	UNITS	COST
Cadian Whiteshields Company	One Imperial Guard Commander plus twelve Imperial Guard Infantry Units	200 points

IMPERIAL NAVY AIRCRAFT

Three Thunderbolt Fighters	250 points
Two Marauder Bombers	300 points

TITAN LEGION BATTLEGROUPS

One Warlord Class Titan	850 points
One Reaver Class Titan	650 points
One or Two Warhound Class Titans	250 points each

WARRIORS OF CADIA

KASRKIN

KASRKIN				
Type	Speed	Armour	Close Combat	Firefight
Character	15cm	5+	5+	4+
Weapons	Range	Firepower	Notes	
Hellguns	(15cm)	Small Armes	-	
Plasma Guns	15cm	AP5+/AT5+	-	

Notes: -

IMPERIAL GUARD SPECIAL WEAPON TEAM

IMPERIAL GUARD SPECIAL WEAPON TEAM				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	-	6+	5+
Weapons	Range	Firepower	Notes	
Meltaguns	15cm	MW5+	-	
and	(15cm)	Small Arms	Macro-Weapon	

Notes: Meltaguns do not give the Imperial Guard Special Weapon Team an extra attack but give the Macro-Weapon ability to their base Firefight attack.

SANCTIONED PSYKER

SANCTIONED PSYKER				
Type	Speed	Armour	Close Combat	Firefight
Character	-	-	-	-
Weapons	Range	Firepower	Notes	
Psychic Powers	(15cm)	Small Arms	+1 Extra Attack, Macro-Weapon	

Notes: Character.

IMPERIAL BASTION

IMPERIAL BASTION				
Type	Speed	Armour	Close Combat	Firefight
War Engine	0cm	4+	5+	3+
Weapons	Range	Firepower	Notes	
Battle Cannon	75cm	AP4+/AT4+	Fixed Forward Arc	
2 x Lascannon	45cm	AT5+	Forward Arc	
4 x Heavy Bolter Turrets	30cm	AP5+		

Notes: 2 Void Shields, Damage Capacity 4, Fearless, Reinforced Armour, Scout, Transport (up to 12 infantry units). Infantry units transported within an Imperial Bastion may fire their weapons normally and use their firefight value in assaults.
Critical Hit: The Bastion's Void Shield generator shorts out, it loses all Void Shields and cannot regain them for the rest of the game. Subsequent critical hits cause an additional IDC of damage.

Special Rule - Mechanized Forces

In addition to their normal transport capabilities, Chimeras and Valkyries in a Cadian army may transport Kasrkin and Special Weapon Team units.

Special Rule - Cadian Commissars

Cadian's tend to be much more disciplined and organized than other Imperial Guard Regiments. To represent this, they gain one free Commissar character plus an additional free Commissar character per 500 points of the scenario instead of a random amount.

All other Commissar rules apply.

Special Rule - Sanctioned Psykers

Cadia's proximity to the Eye of Terror means that many with psychic potential are born on the besieged planet. The strongest are tried in the arts of war and assigned as weapons to assist Cadian Commanders.

At the start of the battle, roll 1D6 to determine the number of free Sanctioned Psykers assigned to the army. Each Sanctioned Psyker must be assigned to a Command unit, starting with the Supreme Command unit, and then any other Command units. Each Command unit may only have one Sanctioned Psyker assigned to it and any excess Sanctioned Psykers are lost.

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DAEMON WORLD CHAOS ARMY LIST

By Kevin "Chroma" Petker



A Daemon World Chaos Army has a Strategy Rating of 2. All Daemon World Chaos Army formations have an Initiative rating of 3+. The "Factions" and "Instability" rules applies to all Daemon World Chaos Army formations. All other Chaos rules apply normally.

DAEMON WORLD HORDES

FORMATION	CORE UNITS	COST
Daemonic Horde	Eight Lesser Daemon units. (Must be of same Faction and/or Undivided as desired)	300 points
Mutant Horde	One Demagogue or Chaos Marine Aspiring Champion and eleven Mutant units.	200 points
0-1 Greater Daemon (You may include one Greater Daemon per Daemonic Horde in the army, with a maximum of one per Faction represented)	One Greater Daemon unit	300 points

HORDE UPGRADES

(Each Horde upgrade may be taken once per Horde formation, this includes Greater Daemon formations.)

UPGRADE	UNITS	COST
Daemon Prince	Replace a Demagogue or Chaos Marine Aspiring Champion with a Daemon Prince. One Daemon Prince may be included in the army for each Chaos Faction present in the army.	+50 points
Icon Bearer	One Icon Bearer character upgrade.	+50 points
Daemonic Pact	Allows the formation to summon Daemons from the Daemon Pool.	+25 points
Mutants	Add up to eight Mutants units to the horde.	+15 points each
Big Mutants	Replace one to six Mutant units with an equal number of Big Mutant units.	+20 points each
Chaos Spawn	Add one to three Chaos Spawn units to the horde.	+25 points each
Chaos Hounds	Add one to three Chaos Hounds to the horde.	+10 points each
Chaos Altar	Add one Chaos Altar to the horde.	+150 points
Furies	Add one to three Furies units to the horde	+25 points each
Daemons	Add one to six Lesser Daemons to the horde (must be same Faction or Undivided)	+25 points each

DAEMON WORLD SPECIAL

FORMATION	CORE UNITS	COST
0-1 Warp Rift	One Warp Rift (replace one objective on the Daemon World side of the table with a Warp Rift). The Warp Rift functions both as a Chaos Gate and as an objective for rules purposes. It may not be attacked or destroyed. <i>Important Note: Warp Rifts are one of the smallest types of Chaos Gate, and may only be used by formations made up exclusively of infantry, light vehicles, and armoured vehicle units that have walker ability; formations that include any other type of unit may not use a Warp Gate to enter play.</i>	75 points
1 Great Abomination	One Chaos Marine Aspiring Champion, Daemon Prince, Demagogue, or Greater Daemon in the army gains the <i>Supreme Commander</i> ability for free. This upgrade may not be applied to Greater Daemons purchased for the Daemon Pool.	Free
0-2 Plague Zombie Infestations	3D6 Plague Zombie units.	175 points
Daemon Pool	Any number of Lesser Daemons Any number of Greater Daemons	20 points per Lesser Daemon 100 points per Greater Daemon

(Note: Daemons purchased for the Daemon Pool are not Faction specific and are used to represent a Daemon from any faction.)

DAEMON WORLD SUPPORT PACKS

(You may take select one Daemon World Support Pack per Daemon World Horde selection in the army from the following: **Daemon Engines** or **Followers of Chaos**).

Daemon Engines

FORMATION	UNITS	COST
Khorne: Lord of Battles	1 to 2 Lords of Battles.	400 points each
Khorne: Daemon Assault Engines	4 Demonic Assault Engines	300 points
Nurgle: Plague Tower	1 to 3 Plague Towers.	325 points each
Nurgle: Contagion Towers	4 Contagion Towers.	325 points
Slaanesh: Daemon Scout Titans	1 to 2 Daemon Scout Titans: Questor Subjugator	275 points each 225 points each
Slaanesh: Daemon Knights	4 Daemon Knights	275 points
Tzeentch: Firelord	1 to 3 Firelords.	150 points each
Tzeentch: Doomwings	3 Doomwings.	150 points
Tzeentch: Silver Towers	4 Silver Towers	325 points
Undivided: Hellfire Cannons	4 Hellfire Cannons	200 points

Followers of Chaos

Chaos Renegades Pack	8 Chaos Space Marines (May be mounted in 4 Chaos Marine Rhinos for +75 points)	225 points
Daemonic Cavalry Pack	6 Mounted Daemonic units	200 points
Cultist Mob	12 Cultist units	150 points

Special Rule - Instability

The power of the Warp is fickle and unpredictable, even for those born of its seething currents. Any Daemon World formation that fails an initiative test, for any reason, immediately loses 1D3 Lesser Daemons; they are removed from play and not added/returned to the Daemon Pool if summoned. Formations without Lesser Daemons are still subject to this rule though, in practice, it has no effect on them.

These losses do not cause any Blast markers, though the formation may break if this loss causes them to have more Blast markers than units.

Special Rule - Chaos Gate

Chaos Gates are breaches in the walls of reality that allow the forces of Chaos direct access from their foul realms. A Chaos Gate included in the army allows the Chaos player to pick up to three other formations, and keep them within the Warp instead of deploying them normally. Any formations that are kept within the Warp may enter play via the Chaos Gate, by taking an action that allows them to make a move, and then measuring their first move from the position that a Chaos Gate occupies on the tabletop. No more than one formation may travel through a Chaos Gate each turn.

YME-LOC CRAFTWORLD ARMY LIST

By Kevin "Chroma" Petker

Yme-Loc Craftworld armies have a strategy rating of 4+. Avatars, Aspect Warriors formations, and Titans have an initiative rating of 1+. All other formations have an initiative rating of 2+.

YME-LOC CRAFTWORLD INDIVIDUALS			
TYPE	FORMATION	NOTES	COST
0-1 Webway Portal	One Wraithgate: 50 points The Eldar player may choose to replace one of the Objective markers in their half of the table with a Wraithgate at a cost of 50 points.	The Webway Portal functions both as a webway portal and as an objective for rules purposes. It may not be attacked or destroyed. IMPORTANT NOTE: Wraithgates are one of the smallest types of webway portal, and may only be used by formations made up exclusively of infantry, light vehicles, and armoured vehicle units that have walker ability; formations that include any other type of unit may not use a Wraithgate to enter play.	50
	OR		OR
	One Gate of Vault 150 points The Eldar player may choose to replace one of the Objective markers in his half of the table with a Gate of Vault at a cost of 150 points. The Gate of Vault functions both as a webway portal and as an objective for rules purposes. It may not be attacked or destroyed.	IMPORTANT NOTE: Gates of Vault are one of the largest types of webway portal, and may be used by any Eldar formation. The rituals and runes needed to activate the Gate of Vault are so complex that no Eldar formation may exit from it if any unbroken enemy formations are within 15cm of it.	150
0-1 Avatar	One Avatar	In Grand Tournament games the Avatar must start off the table. At the start of any turn (including the first) they may be set up on the table within 15cms of a Farseer (this represents the Farseer summoning the Avatar to the battlefield). In the End Phase of the turn the Avatar returns to the Webway and is removed from play. Once the Avatar has left it may not return. Note that if there are no Farseers in play then the Avatar may not be used (as there will not be a Farseer that can summon them).	Free
0-1 Autarch	You may add an Autarch character to one Aspect Warrior Warhost; it does not replace an Exarch.		75

YME-LOC CRAFTWORLD WARHOSTS			
TYPE	FORMATION	EXTRAS	COST
Swords of Vault Warhost	One Farseer unit and seven Falcon units. Up to two Falcons may be replaced with Fire Storms at no additional cost.	Replace up to three Falcon units with Fire Prisms for +25 points each Add 3 Vyper Jetbikes for +100 points Add 4 Guardian Units and 2 Wave Serpents for +150	350
Engines of Vault Warhost	Three Engines of Vault chosen, in any combination, from the following list: Cobra, Scorpion, Storm Serpent.	Add 3 Vyper Jetbikes for +100 points Add 4 Guardian Units and 2 Wave Serpents for +150	650

YME-LOC CRAFTWORLD TROUPES			
<i>The army may include up to two Troupes chosen from the following list may be taken for each Warhost included in the army.</i>			
FORMATION	NOTES	COST	
Aspect Warrior Troupe	Six Aspect Warriors chosen, in any combination, from the following list for 225 points: Dire Avengers, Striking Scorpions, Howling Banshees, Fire Dragons, Warp Spiders, Dark Reapers, Swooping Hawks and Shining Spears. All units apart from Shining Spears, Swooping Hawks and Warp Spiders may be transported in Wave Serpents and/or Falcons. You must take exactly enough transport vehicles to carry the units that require transport, without any spare transport space being left over. Each Wave Serpent taken costs +50 points, and each Falcon taken costs +65 points. In addition the formation may include up to one Exarch character upgrade for +25 points.		225
Ranger Troupe	From four to eight Eldar Rangers		25 points each
Windrider Troupe	Six Jetbikes Any number of Jetbikes may be replaced with Vypers at no additional cost.		200 points.
Guardian Troupe	An Eldar Guardian Troupe consists of seven Guardian units. Up to three Guardians may be replaced with Heavy Weapon Platforms at no additional cost in points. One Farseer unit may be added for +50 points. In addition the formation may include these upgrades: 3 Support Weapon Platforms for +50 points 2-3 Wraithguard units for +50 points each 3 Wraithlords for +175 points Alternatively, the formation may be mounted in four Wave Serpents for +200 points. If this option is taken then the formation is only allowed to consist of Guardians and Farseers.		125 points
War Walker Troupe	Six War Walkers		200 points
Chains of Vault Troupe	Four Night Spinners and one Firestorm		400 points
Engines of Vault Troupe	One or two Scorpion, Cobra, or Storm Serpent (or any combination)		250 points each

YME-LOC TITANS			
<i>Up to one half of the army's points may be spent on Titans.</i>			
FORMATION	NOTES	COST	
0-1 Warlock Titan	One Warlock Titan		850 points
Phantom Titan	One Phantom Titan		750 points
Revenant Titans	Two Revenant Titans		650 points

YME-LOC SPACECRAFT AND AIRCRAFT			
<i>Up to a third of the armies points may be spent on Aircraft and Spacecraft.</i>			
FORMATION	NOTES	COST	
0-1 Eldar Spacecraft:	One Wraithship for 150 points, or one Dragonship for 300 points		150 or 300 points
Night Wings:	Three Nightwing fighters		300 points
Phoenix Bombers:	Three Phoenix Bombers		400 points
Vampire:	One Vampire		200 points

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SARANES EXPANSE IMPERIAL CRUSADE ARMY LIST

By Kevin "Chroma" Petker

An Imperial Crusade army has a Strategy Rating of 3. All Space Marine and Titan Legion formation have an Initiative of 1+, all other Imperial Crusade formations have an initiative of 2+. The "And The Shall Know No Fear" special rule applies to all Space Marine formations.

IMPERIAL CRUSADE COMPANIES

FORMATION	CORE UNITS	COST
0-1 Lord General Militant Command HQ	One Imperial Guard Supreme Command unit, six Imperial Guard infantry units, four Storm Trooper units, and six Chimeras (One for Supreme Command)	450 points
Armoured Fist Company	One Imperial Guard Commander unit, twelve Imperial Guard infantry units, and seven Chimera transport vehicles (One for Command)	400 points
Imperial Crusade Tank Company	Ten Leman Russ tanks. One Leman Russ may be upgraded to a Vanquisher command tank at no additional cost	650 points
Imperial Crusade Super-heavy Tank Company	Three Baneblades or Shadowwords, or any combination of the two	500 points

IMPERIAL CRUSADE COMPANY UPGRADES

(Up to three may be added to each Imperial Crusade Company)

UPGRADE	UNITS	COST
Mechanized Fire Support Platoon	Four Fire Support units and two Chimera transport vehicles	+150 points
Mechanized Infantry Platoon	Six Imperial Guard Infantry units and three Chimera transport vehicles	+175 points
Mechanized Snipers	Two Sniper units and one Chimera transport vehicle	+75 points
Hellhound Squadron	Three Hellhounds	+150 points
Griffon Battery	Three Griffons	+100 points
Tank Squadron	Three Leman Russ or three Leman Russ Demolishers	+200 points
Flak	One Hydra	+50 points

IMPERIAL CRUSADE SUPPORT FORMATIONS

(Up to two support formations may be take for each Imperial Crusade Company, chosen from the following: *Space Marine* or *Imperial Guard*).

SPACE MARINE

FORMATION	CORE UNITS	UPGRADES	COST
0-1 Terminator Detachment	Four Space Marine Terminator units	Four Land Raiders +350 points One or two Dreadnaughts +50 points each One Space Marine Commander +50 points Three Rhinos or Drop Pods - Free Each Rhino may be replaced by two Razorbacks +50 points per pair	325 points
Tactical Detachment	Six Tactical Space Marines	One Hunter +75 points One or two Dreadnaughts +50 points each One Space Marine Commander +50 points	275 points
Assault Detachment	Four Assault Space Marines	Three Land Speeders or Land Speeder Tornadoes + 125 points One Land Speeder Typhon +50 points One Space Marine Commander +50 points Two Rhinos or Drop Pods - Free Each Rhino may be replaced by two Razorbacks +50 points per pair	150 points
Devastator Detachment	Four Devastator Space Marines	One Hunter +75 points One or two Dreadnaughts +50 points each One Space Marine Commander +50 points One Hunter +75 points	225 points
Armour Detachment	Four Predators or Vindicators in any combination	One or two Vindicators or Predators +75 points each One Space Marine Commander +50 points One Hunter +75 points	250 points
0-1 Landing Craft	One Landing Craft	None	375 points

IMPERIAL GUARD

FORMATION	UNITS	COST
Storm Trooper Platoon	Eight Storm Trooper units (may have four Valkyrie transport vehicles)	200 points (+150 points)
Imperial Crusade Artillery Battery	Three units of the same type chosen from the following list: Basilisk, Bombard, Manticore	250 points
Sentinel Squadron	Four Sentinels	100 points
Super-heavy Tank Platoon	One Baneblade or Shadowword	200 points
Flak Battery	Three Hydra	150 points
Vulture Squadron	Four Vultures	300 points

NAVAL AND TITAN LEGION SUPPORT

(Up to one third of the army's points may be spent on Naval and Titan Legion support.)

FORMATION	UNITS	COST
Orbital Support	<i>Choose one:</i> One Imperial Navy Lunar class cruiser One Emperor class Battleship One Space Marine Strike Cruiser	150 points 300 points 200 points
Thunderbolt Squadron	Three Thunderbolt Fighters	250 points
Marauder Squadron	Two Marauder Bombers	300 points
Warlord Battlegroup	One Warlord Class Titan	850 points
Reaver Battlegroup	One Reaver Class Titan	650 points
Warhound Battlegroup	One Warhound Class Titan	275 points
	<i>or</i>	Or
	Two Warhound Class Titans	500 points

NALSARAN INCIDENT NECRON RAIDER ARMY LIST

By Kevin "Chroma" Petker

Necron Raider armies have Strategy Rating of 2, unless a Necron Supreme Commander is present in the army, which grants them a Strategy Rating 4. All Necron formations have an initiative rating of 1+. Up to 1/3 of the army's points may be spent on Necron Support.

NECRON PHALANXES

Formation	Core Units	Upgrades	Cost
Monolith Phalanx	Two Monoliths	0-1 Monoliths +100 points 0-3 Obelisks +50 points	250 points
Warrior Phalanx	Six Warriors with one Necron Lord character	0-2 Tomb Spydres, +75 points each 0-2 Wraiths, +50 points each 0-2 Immortals, +50 points each	225 points

NECRON MANIPLES

Up to two Necron Support Formations may be included in the army for each Phalanx

Formation	Units	Upgrades	Cost
Venator Maniple	6 Flayed Ones	0-1 Necron Lord character, +25 points 0-2 Tomb Spydres, +75 points each 0-2 Wraiths +50 points each	150 points
Eques Maniple	6 Destroyers	0-1 Necron Lord character, +25 points 0-3 Wraiths, +50 points each Any number of Destroyers may be replaced with Heavy Destroyers at no cost	350 points
Obelisk Maniple	4 Obelisks	0-2 Obelisks +50 points	200 points
Immunes Maniple	4 Tomb Spydres	None	300 points
Formido Maniple	4 Wraiths	0-2 Tomb Spydres, +75 points each	200 points

NECRON SUPREME COMMANDER

Formation	Units	Cost
0-1 Necron Supreme Commander	Choose one: Add <i>supreme commander</i> to a Necron Lord Add <i>supreme commander</i> to a Warbarque	+150 points +100 points

NECRON SUPPORT

Up to 1/3 of the army's points may be spent on Necron Support.

Formation	Units	Cost
0-2 Defence System	1 Pylon	200 points
0-1 Warbarque	1 Warbarque	300 points
0-1 Spacecraft	1 Scythe Class Harvester	350 points
0-1 Tomb Complex	Replace the Necron Blitzkrieg Objective with a Tomb Complex	75 points

VIOR'LA SEPT BATTLESUIT STRIKE FORCE TAU ARMY LIST

By Kevin "Chroma" Petker

Tau armies have a strategy rating of 3. Crisis Suit Cadres have an initiative value of 1+, all other Tau formations have an initiative value of 2+.

BATTLESUIT STRIKE FORCE CADRES

Any amount of points may be spent on Tau Cadres. They are independent formations.

FORMATION	CORE UNITS	UPGRADES	COST
Crisis Battlesuit Cadre	Four XV8 Tau Crisis Battlesuit units	Any	250 points
Broadside Battlesuit Cadre	Six Tau XV88 Broadside Battlesuit units	Any except Tau Commander	250 points
Stealth Battlesuit Cadre	Six Tau XV15 Stealth Battlesuit units	Any except Tau Commander	300 points

BATTLESUIT STRIKE FORCE SUPPORT GROUPS

Up to two Support Groups may be taken per Cadre in the army. They are independent formations.

FORMATION	CORE UNITS	UPGRADES	COST
Pathfinder Support Group	Four Tau Pathfinder units with Two Devilfish Troop Transports	Pathfinders, Stealth, Gun Drones, Tetras, Piranhas, Sniper Drone Team	175 points
Hammerhead Support Group	Four Tau Hammerhead Gunships	Hammerheads, Mechanized Fire Warriors, Skyray, Swordfish, Piranhas, Networked Drones	250 points
Stingray Support Group	Four Stingray Missile Gunships	Stingray, Skyray, Piranhas, Networked Drones	250 points
Gun Drone Wing	Four Tau Gun Drone units	Gun Drones, Heavy Drones, Sniper Drone Team	75 points
Pathfinder Tetra Support Group	Six Tau Pathfinder Tetra Light Skimmers	Tetras, Piranhas, Pathfinders	175 points
Piranha Support Group	Six Piranha Light Skimmers	Piranhas, Tetras, Pathfinders	150 points

BATTLESUIT STRIKE FORCE UPGRADES

Up to three upgrades can be taken per Cadre or Support Group, note that Support Groups have a limited choice of possible Upgrades. Upgrades are not separate formations but are added to the original formation and are counted as part of it in all respects. Each upgrade can only be taken once per formation.

UPGRADES	UNITS	COST
Tau Commander	A formation may have one of the following Tau Commanders: - add a Tau Shas'el Commander to Crisis Battlesuit unit - add a Tau Shas'o Commander to Crisis Battlesuit unit (One per army)	+50 points +100 points
Mechanized Fire Warriors	Four Tau Fire Warrior units and two Devilfish Troop Transports	+100 points
Pathfinders	Two Tau Pathfinder Teams and one Devilfish Troop Transport	+100 points
Gun Drones	Four Tau Gun Drone Squads	+75 points
Broadsides	Three Tau XV88 Broadside Battlesuit Teams	+125 points
Crisis	Two Tau XV8 Crisis Battlesuit Teams	+125 points
Stealth	Three Tau XV15 Stealth Battlesuit Teams	+125 points
Hammerheads	Two Tau Hammerhead Gunships	+125 points
Skyray	One Tau Skyray Air Defence Gunship	+75 points
Piranhas	Two Tau Piranha Light Skimmers	+100 points
Tetras	Three Tau Pathfinder Tetra Light Skimmers	+75 points
Heavy Drones	Replace four units of Gun Drones with four units of Heavy Drones	+50 points
Stingray	Two Stingray Missile Gunships	+125 points
Sniper Drone Team	One Sniper Drone Team	+25 points
Networked Drones	Add the 'Networked Drones' ability to one Hammerhead Gunship	+25 points

BATTLESUIT STRIKE FORCE TAU AIR CASTE SUPPORT

Up to one third of the points available may be spent on Tau Air Caste Support. They are independent formations.

FORMATION	CORE UNITS	COST
Barracuda Squadron	Three Barracuda Superiority Fighters	250 points
Tiger Shark Strike Squadron	One or two Tiger Shark Strike Craft Twin-linked Ion Cannon variant	150 points each
Tiger Shark AX-1-0	One Tiger Shark AX-1-0 Light Railcannon variant	225 points
0-1 Orbital Support	Choose one spacecraft: One Hero Class Cruiser (Lar'Shi), Vash'Ya Configuration - May additionally add a Hero Gravitic Tracer Salvo	150 points +50 points
Orca Dropship	One Or'es El'leath (Custodian) Class Battleship	300 points
		100 points

Special Rule - Patient Hunter

The commanders of the Tau are known for their cunning and military prowess; setting up traps, feinting, and performing many tricks that leave an enemy bewildered and ready to be pounced upon.

At the start of a game, after deployment, but before the first turn, the Tau player may reposition up to two of their formations. The new positions must be legal by any restrictions imposed by the scenario, but may include deploying or removing garrisons, placing formations held in reserve or removing a formation into reserve, or any other legal deployment option. After this redeployment the first turn begins normally.

EPIC Army Competition 2007

VALSARAK INCURSION PHASE III 'ATTACK' TYRANID ARMY LIST

By Kevin "Chroma" Petker

Phase III 'Attack' Tyranid armies have a strategy rating of 3. All Phase III 'Attack' Tyranid army formations have an initiative rating of 2+ and use the "Relentless" and "Voracious" rules. All other Tyranid rules apply as appropriate.

TYRANID INDEPENDENT SWARMS

(Up to 1/2 of the army's points may be spent on Independent Swarms)

Independent Swarm	Units	Cost
Genestealer Swarm	6 to 9 Genestealer units	25 points each
0-1 Broodlord	Add one Broodlord character to a Genestealer unit	+50 points
Lictor Swarm	4 to 6 Lictor units	50 points each

TYRANID SPACECRAFT AND SUPPORT

(Up to 1/4 of the army's points may be spent on Spacecraft and Support)

Spacecraft and Support	Units	Cost
Hive Ship	1 Hive Ship	300 points
Mycetic Spore Pods	Enough Mycetic Spore Pods to carry a full swarm	5 points per unit (WE count starting DC)
0-1 Hive Mind Link	1 Hive Mind Link character upgrade	100 points

TYRANID SYNAPSE SWARMS

Synapse Swarms are created by selecting Synapse Groups and then assigning Brood creatures to them at the start of the game. After purchase, Brood Groups may be split between different Synapse Groups or kept in reserve for spawning if desired.

SYNAPSE GROUPS

Up to 1/3 of the army's points may be spent on Synapse Groups

Synapse Group	Units	Cost
Assault Group	Three Tyranid Warrior units	150 points
Attack Group	One Hive Tyrant unit	100 points
Harassment Group	One Harridan unit	200 points
Nexus Group	One Hive Tyrant unit and two Tyranid Warrior units	175 points
Strike Group	One Vituperator unit	300 points

COMMON BROOD GROUPS

Any number of Common Brood Groups may be purchased.

Brood Group	Units	Cost
Gargoyle Flock	Four Gargoyle units	100 points
Hormagaunt Cluster	Four Hormagaunt units	50 points
Termagant Cluster	Four Termagant units	75 points

UNCOMMON BROOD GROUPS

You may purchase one Uncommon Brood Group per two Common Brood Groups in the army

Brood Group	Units	Cost
Bio-Artillery Cluster	Five Biovore units	150 points
Carnifex Cluster	Three Carnifex units	100 points
Ravener Cluster	Four Ravener units	125 points
Zoanthrope Cluster	Three Zoanthrope units	100 points

Spacecraft and Support

Hive Mind Link

Type	Speed	Armour	Close Combat	Firefight
CH	-	-	-	-
Weapons	Range	Firepower	Notes	
none	-	-	-	-

Notes: Character, Invulnerable Save, Supreme Commander. The Hive Mind Link may be added to a single Synapse creature in the army.

Hive Ship

Type	Speed	Armour	Close Combat	Firefight
Spacecraft n/a	n/a	n/a	n/a	n/a
Weapons	Range	Firepower	Notes	
Orbital Bombardment	n/a	6BP	MW	
Pin-point Attack	n/a	MW2+	TK(D3)	

Notes: Transport (May transport up to 60 Tyranid units, plus enough Mycetic Spore Pods to carry any units onboard. AVs, LVs take up two spaces while WE take up 2 spaces per starting DC), during the turn the Hive Ship arrives all Synapse Groups may use an additional d3 Spawn Points when spawning in the End Phase.

Mycetic Spore Pod

Type	Speed	Armour	Close Combat	Firefight
AV	Immobile	5+	-	-
Weapons	Range	Firepower	Notes	
Acidic Spore Burst	15cm	AP5+/AT5+	-	

Notes: Planetfall, Transport (may carry one swarm). After the Spore Pod lands, its Acidic Spore Burst attacks all enemy units within 15cms. Each enemy formation attacked receives a Blast marker for coming under fire, and Blast markers for each casualty as normal. Then any unit carried in the Spore Pod must disembark within 5cms of the Spore Pod or within 5cms of another unit from the same swarm that has already landed, so long as all units are placed within 15cms of the Spore Pod. Once all units have been placed, the Spore Pod is removed.

Design Concept: In reality, each Tyranid unit in the swarm will be carried in a separate spore pod. The spore pods are all launched together in a tight pattern so that they land near to each other. Each such drop of spore pods will be accompanied by acidic and viral spore pods, which are launched slightly ahead of the transport pods and which splash and infect enemy units in the landing area. The special rule above captures this well, without requiring players to use lots of spore pod models.