

## Army List Guidelines for the ITC 2016 40K Season

The Forge World army lists below are allowed. Please note, Horus Heresy/30K Forge World units are not allowed.

- Army lists in Imperial Armor 14: The Siege of Vraks: The Death Korps of Krieg and Renegades of Vraks.
- Army lists in Imperial Armor 13: War Machines of the Lost and the Damned: Renegades and Heretics.
- Army lists in Imperial Armor 12: Minotaurs Chapter, and the Death Korps of Kreig Assault Brigade. *Note: All units in these Army List are played exactly as they are listed, points cost, stats, etc. You cannot use the stats or points cost listed in the respective Codicies, even in the case where a unit has the same name unless noted otherwise.*
- § Exception: The Dark Harvest army list is not allowed, although 40k approved units in it that can be purchased outside of the Dark Harvest detachment, are allowed.
- Army lists in Imperial Armor 11: Eldar Corsairs.
- Army lists in Imperial Armor 4, 2nd Ed: Detachment D-99 and the Red Scorpions Chapter Tactics and Characters. *Note: The Inquisitorial Experimental Detachment Warlord Trait bonus and penalties may be selected at the beginning of each game.*
- Army lists in Imperial Armor 3, 2nd Ed: Elysian Drop Troops and Imperial Guard Tallarn upgrade and Mukaali Rough Riders. *Note: All units in this Army List are played exactly as they are listed, points cost, stats, etc. You cannot use the stats or points cost listed in Codex: Astra Militarum even in the case where a unit has the same name unless noted otherwise.*
- § Exception: Where units are listed as having the Junior or Senior Officer special rules, reference the Voice of Command rules in Codex: Astra Militarum.
- Army lists in Imperial Armor 1, 2nd Ed: Armored Battle Group. *Note: All units in this Army List are played exactly as they are listed, points cost, stats, etc. You cannot use the stats or points cost listed in Codex: Astra Militarum even in the case where a unit has the same name.*
- Reference our [Imperial Armor Unit Index](#) for the most recent rules for Forge World units.
- Regardless of Detachments, no more than 1 Fortification and/or 1 Super Heavy/Gargantuan Lord of War may be taken from the allowed LoW list, below.
- Exception: One detachment in your army may include an Imperial Knight. So long as the detachment restrictions allow for multiple LoW, you may exceed the 0-1 LoW restriction within this detachment so long as all other LoW are also Imperial Knights.
- Exception: One detachment in your army may include a unit of Tau Stormsurge. This unit may contain more than one Stormsurge model.  
*Note: A Fortification does not count as a model in your army for the purposes of gaining detachment special rules unless that detachment specifically mentions Fortifications as benefiting from them.*

**Selection Criteria:** We use the following guidelines to determine which Super Heavy/Gargantuan Creature LoW are allowed into the ITC format. **A LoW choice is allowed so long as it does *not* violate any of the following:**

- It has a larger than 5" blast D Weapon.
- It has a Hellstorm Template weapon with Torrent.
- It has a larger than 5" blast weapon that ignores cover.
- Is a Super Heavy Flyer or Flying Gargantuan Creature.
- It has a "Titan" stat line. We mean by this LoW that have a stat line similar to or better than any of the Titan class Super Heavy Vehicles (Warhound, Revenant, etc.), Titan class Gargantuan Creatures (Hierophant), or Daemon Lords.

Exception: If a LoW has easy access to means to violate the above criteria such as through Psychic Powers, or wargear such as Marker Lights paired with a LoW with a larger than 5" blast weapon, etc. In the case that we can simply disallow the wargear item we do that instead such as with the Battle of Keylak Legacy of Glory on Imperial LoW.

Exception: We allow units that violate one or more of the above guidelines in if they prove to not be overwhelming in power. To date, this has only been done to allow in some Super Heavy Flyers.

- If one player has a Super Heavy/Gargantuan LoW and the other does not, the player without can roll on the Escalation Warlord Table and gains +1 to Seize the Initiative.
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## **Allowed Super Heavy/Gargantuan LoW**

(Note: all non-super heavy/gargantuan LoW are allowed, such as Dante or Azrael.)

### ○ **Adepta Sororitas**

- § Cerastus Knights: Acheron, Castigator, Lancer, Atrapos
- § Questoris Knight Magaera
- § Marauder Bomber: NOTE: No Hellstorm Bombs may be taken.
- § Marauder Destroyer

### ○ **Astra Militarum**

- § Baneblade
- § Banehammer
- § Banesword
- § Captain Maximillian Weiseman
- § Cerastus Knights: Acheron, Castigator, Lancer, Atrapos
- § Questoris Knight Magaera
- § Crassus Armored Assault Carrier
- § Dominus Armored Siege Bombard
- § Doomhammer
- § Gorgon Heavy Transporter
- § Fortress of Arrogance
- § Macharius: Heavy Tank, Vanquisher, Vulcan, Omega
- § Malcador: Heavy Tank, Annihilator, Deffender
- § Marauder Bomber: NOTE: No Hellstorm Bombs may be taken.
- § Marauder Destroyer
- § Minotaur Artillery Tank
- § Shadowsword
- § Stormblade
- § Stormlord
- § Valdor Tank Hunter

### ○ **Chaos**

- § Chaos Fellblade
- § Greater Brass Scorpion of Khorne
- § Khorne Lord of Skulls
- § Chaos Knight (Only available to Chaos Space Marines, Chaos Daemons and Daemonkin)
- § Kytan Daemon Engine of Khorne (Only available to Chaos Space Marines, Chaos Daemons and Daemonkin)

### ○ **Chaos Renegades & Heretics/Renegades of Vraks**

- § May select any of the allowed Super Heavy/Gargantuan Creature Lords of War listed under Chaos or Astra Militarum on this page that are available to them in their respective army lists.

### ○ **Eldar**

- § Wraithknight
- § Skathach Wraithknight
- § Scorpion
- § Lynx NOTE: The Lynx is now a Heavy Support choice. May not take Sonic Lance.

### ○ **Grey Knights**

- § Cerastus Knights: Acheron, Castigator, Lancer, Atrapos
- § Questoris Knight Magaera
- § Marauder Bomber: NOTE: No Hellstorm Bombs may be taken.
- § Marauder Destroyer

### ○ **Necrons**

- § Gauss Pylon
- § Obelisk

- § Tesseract Vault
- **Orks**
- § Gargantuan Squiggoth
- § Kustom Battle Fortress
- § Kill Krusha Tank
- § Kill Blasta
- § Lifta Wagon
- § Skullhammer Tank
- § Stompa
- § Big Mek Stompa
- § Boss Mek Buzzgob (Can only be taken in armies that contain only Ork faction models).
- **Space Marines**
- § *Note: No Space marine Lord of War may take the Battle of Kyelek Legacy of Glory*
- § Cerastus Knights: Acheron, Castigator, Lancer, Atrapos
- § Questoris Knight Magaera
- § Cerberus Heavy Tank Destroyer
- § Fellblade
- § Marauder Bomber: NOTE: No Hellstorm Bombs may be taken.
- § Marauder Destroyer
- **Tau**
- § Orca Dropship
- § Tiger Shark Fighter Bomber
- § Stormsurge
- **Tyranids**
- § Heirodole: Barbed and Scythed
- **Fortifications**
- § All fortification data slates and upgrades from the Stronghold Assault book and data slates such as the Plasma Obliterator are allowed. The Macro Cannon Aquila Strongpoint and the Vortex Missile Aquila Strongpoint are not allowed.
- § No Fortification Networks may be taken. We define a Fortification Network as those listed as such in their dataslate or a dataslate with more than 1 Fortification in it such as the Tidewall Gunfort.

The '**What You See Is What You Get**' (WYSIWYG) rule is in effect. This means all units must be easily identifiable as the particular codex choice they represent and that any and all weapons/options taken for a unit must be clearly represented on the model(s). Exceptions will be made for themed units or armies. Conversions are encouraged and should be explained to your opponent at the beginning of each game.

- Using a proxy for a model violates our policy.
- Using a reasonable substitute to "Counts As" another model, does not violate our policy.
- If in doubt, send a picture in of a model to your TO in advance to ask if it is acceptable.