

## General Rules

Highlander Comp:

### Psykers

○ Each psyker has the following 3 choices:

Declare on armylist which psychic disciplines to roll on

Declare on armylist which psychic disciplines NOT to roll on

Declare nothing

This will effect your composition (if used in collaboration with this document). For example:

Chaos Sorcerer lvl2 Will roll on Pyromancy but not on Maelific and Telepathy.

○ Maximum 8 Warpcharges can be generated from psykers each turn, if more than 8 charges available in army, choose at start of the game which 8 are active. The rest are considered non psykers for the entire game. I.e can't cast spells and so on.

○ 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.

### FOC

○ 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 Troop dedicated Transports in total.

○ Maximum 1 Land Raider of any type.

○ Maximum 1 Flyer or FMC.

○ 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 multi-wound independent character that may move more than 6" on its own 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 or monstrous creatures may be taken as a squadron then no more than 2 vehicles or monsters 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.

**General Banned List:**

- o Storm Ravens of any kind.
- o Fortifications
- o 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.
- o 2+ save with reroll, 2+ save with reroll is instead 2+ followed by a 4+ save.

**You may 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

**Adepta Sororitas**

- o Max 3 ministorium priests Celestine counts as one.
- o Celestine counts as Cannoness for highlander.

**Astra Militarum**

- o Maximum 3 Ordnance Barrages; Manticore counts as 2, and Wyverns counts as 1.
- o Maximum 7 Barrage weapons.
- o Maximum 4 Infantry squads in any single Platoon. Each Ministorium Priest or Commisar, including Yarrik, count as one squad.
- o Maximum 3 Heavy Weapon squads and/or Special Weapon squads in any single Platoon.
- o Maximum 1 Commisar or Lord Commisar, including Yarrik

**Black Legion**

- o Same restrictions as Chaos Space Marines

**Blood Angels**

- o Mephiston count as a Librarian for Highlander
- 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 40 Beasts and/or Jetbike wounds across the army, including HQ choices.
- o Max 1 Herald of each god
- 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 40 Plague Zombies.
- o 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**

- o Same restrictions as Space Marines

### **Crimson Slaughter**

- o Same restrictions as Chaos Space Marines
- o Maximum 1 Relic

### **Dark Angels**

- o Azrael only locks up 2 troop choices for bikes and terminators.
- 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

### **Eldar**

- o Eldrad count as a Farseer for highlander
- o Maximum 2 Warlocks on Jetbikes
- o Maximum 1 dedicated troop Wave Serpent
- o Maximum 2 Wave Serpents in army
- 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

### **Farsight Enclave**

- o Same restrictions as Tau
- o Maximum two units of troop suits.
- o O'vesa is banned

### **Grey Knights**

- o Draigo and Mordrak count as Grand Masters for highlander.
- o Coteaz count as an inquisitor for highlander.
- o No Rad Grenades
- o Maximum 6 Death Cult Assassins and/or Crusaders.
- o Max 3 vehicles with psybolt ammunition

### **Inquisitor**

- o Same restrictions as Grey Knights

## **Iyanden**

- o Same restrictions as Eldar

## **Militarum Tempestus**

- o Same restrictions as Astra Militarum

## **Necrons**

- o Immotek, Obyron, Nemesor, Trazyen, Anrakyr and Orikan count as Necron Overlords for Highlander
- 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 No Night Scythe if Abyssal Staff or Haywire Staff in army
- o Max 4 vehicles with living metal, Night Scythes, Command Barges and Annihilation Barges count as 2.

## **Orks**

- o No Ghazkull
- o Maximum 120 of the following models in total across the army: Ork Boyz, Stormboyz and/or Lootas.
- o Kustom Force Field counts as 10 models for the above limit
- o Thinkin Cap counts as 20 models for the above limit
- o Maximum 3 Buggies in a unit
- o Maximum 3 Killa Kans in a unit
- o Maximum 3 Big Gunz in a unit

## **Sentinells of Terra**

- o Same restrictions as Space Marines

## **Space Marines**

- o Tigirus count as Librarian for highlander.
- o Lysander and Marneus Calgar count as Chaptermaster for highlander.
- o Max 2 Grav weapons in a Centurion unit. Each independent character in the army with 2+ save with more than one wound count as one.
- o Max 2 Tactical Squads
- o Max 5 Grav weapons in army
- o Max 15 models on bikes in a white scar army
- o Max 15 models from Devastator, Sternguard Veterans and Legion of the Damned units.

## **Space Wolves**

- o Njal Storm Caller count as a Rune Priest for highlander
- o Cannot take both Saga of the Bear and a 2+ save on the same model.
- o Logan counts as a Wolf Lord for highlander

## **Tau**

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