

Army List Guidelines for the ITC 2016 40K Season – EHG Revision September 2016

- 1,850pts
- Battle Forged armies, only. No Unbound lists.
- An army may be built using up to three Detachments.
 - Note: “Decurion Style” Detachments comprised of multiple sub-detachments count as 1 detachment towards the 3 detachment limit.
- A Detachment may not be included in an army if it is Come the Apocalypse allies with another Detachment in the army.
- All current source material is allowed, including GW Codexes, Data Slates, Formations, current and Forge World units. Please note, Horus Heresy/30K Forge World units are not allowed. **Forge World army lists are allowed using the Restrictions listed below. Forge World units with experimental rules are not allowed.**
- 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.
 - 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.
 - **Note: The restriction is maximum 1 Superheavy/Gargantuan MC per army. Units of multiple Superheavy/GMC models are not permitted**
- 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.
- For every 3 Hull Points/Wounds dealt to a Super Heavy/Gargantuan Creature LoW, the player dealing the damage earns Mission points as described in the mission.

Allowed Forgeworld Non-Unit Rules\Lists:

- Space Marine Chapter Tactics
- Death Korps of Krieg (IA 14)
- Renegades of Vraks (IA 14)
- Renegades and Heretics (IA 13)
- Death Korps of Krieg Assault Brigade (IA)12
- Corsair List (IA 11 v2)
- Inquisitorial D-99 (IA 4 v2)
- Elysian Drop Troops (IA 3 v2)

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

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
- Tessaract 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.

Tournament Format

- Reference the EHG FAQ below for rules questions.
- ITC events use a W/L/D format with Swiss pairings.
- In the case of both players having the same amount of mission points, the game is scored as a tie.

Modeling and Painting

All models are expected to be WYSIWYG to a reasonable standard. Exceptions will be made for themed units or armies.

- o Using a proxy for a model violates our policy.
 - o Using a reasonable substitute to "Counts As" another model, does not violate our policy.
 - o If in doubt, send a picture in of a model to your TO in advance to ask if it is acceptable.
- Paint judging is done by TO's and staff using the EHG tournament paint scoring rubric

Missions

- See Event specific mission information
- **Terrain:** Terrain should be defined between players and adjusted before the game begins. There should be a roughly symmetrical distribution of terrain on the table, with 2 line of sight blocking terrain pieces outside of either deployment zone, offset from the center of the table.
- **Fortifications:** are all placed using the same guidelines. Fortifications may not be placed within 3" of a board edge or another piece of terrain. If a Fortification cannot be placed under those guidelines, move a piece of terrain. If it is still not possible to place a Fortification, remove a piece of terrain to make room for it.
 - o Exception: Aegis Lines may be placed anywhere on the table disregarding the 3" rule.
 - o Exception: The Skyshield landing pad can be placed closer than 3" to a table edge, but not another piece of terrain.