ADEPTA SORORITAS

Welcome to the 2021 Power Rating update for Adepta Sororitas. This update contains the most up-to-date Power Ratings for units that should be used in your games of Warhammer 40,000.

Since writing the latest edition of Warhammer 40,000 we have been working tirelessly to review and update the Power Ratings of every single unit in the 41st Millennium in order take into account all the changes introduced. For example, we have introduced Blast weapons, overhauled how battlefields and terrain function, and let's not forget that vehicles and monsters have become substantially better – being able to move and fire heavy weapons at full effect, and even shoot while enemy models are within Engagement Range of them! I'm sure you can see that together, these changes affect the relative efficacy of certain models and weapons, hence the need for a review. This monolithic task would have been impossible without the dedication and stalwart advice of our playtesting teams, who have our eternal thanks.

The Power Ratings listed in this update replace any published previously, and should be used in your games. A unit's Power Rating is based on the number of models in that unit; to determine its Power Rating, simply look at the entry for that unit and the corresponding Power Rating for the number of models in that unit. Remember that an Understrength unit has the same Power Rating as a minimum sized unit.

Sometimes, a unit's entry will have a Power Rating that is calculated 'per model'. Where this is the case, the Power Rating of the unit is simply this number multiplied by the number of models in that unit. Rarely, you will see an entry whose Power Rating is calculated as '+X per model'. In these cases, the Power Rating is equal to the minimum size, and then for each additional model above the minimum squad size included in that unit, increase that unit's Power Rating by the amount shown.

Occasionally, a unit will have two separate entries. This typically happens when a unit has the option to be equipped with particular wargear, such as jump packs or wings. Where this is the case, just be sure to use the entry that corresponds to the wargear equipped on your unit. If a unit can contain any models that have a substantially different power, these will be denoted within the entry by naming that model, which will have a '+X per model' on its line. Each time you include such a model in a unit, then its Power Rating is increased by the amount shown.

HQ	MODELS IN UNIT	POWER RATING
Canoness	1	3
Missionary	1	3
NAMED CHARACTERS	MODELS IN UNIT	POWER RATING
NAMED CHARACTERS Celestine	MODELS IN UNIT	POWER RATING 8
	MODELS IN UNIT 1 1	

TROOPS	MODELS IN UNIT	POWER RATING
Battle Sisters Squad	5	4
	6-10	7
	11-15	10

ELITES	MODELS IN UNIT	POWER RATING
Arco-flagellants	3	2
•	4-5	3
	6-10	6
Celestian Squad	5	4
	6-10	7
Crusaders	2	1
	3-4	2
	5-6	3
Death Cult Assassins	2	1
	3-4	2
	5-6	3
Dialogus	1	2
Geminae Superia	1-2	1 per model
Hospitaller	1	2
Imagifier	1	3
Preacher	1	2
Repentia Superior	1	2
Sisters Repentia	4	3
	5-9	6
Zephyrim Squad	5	4
	6-10	8

FAST ATTACK	MODELS IN UNIT	POWER RATING
Dominion Squad	5	5
	6-10	8
Seraphim Squad	5	4
	6-10	8

HEAVY SUPPORT	MODELS IN UNIT	POWER RATING
Exorcist	1	9
Mortifiers	1-4	3 per model
Penitent Engines	1-4	3 per model
Retributor Squad	5	7
	6-10	10

DEDICATED TRANSPORT	MODELS IN UNIT	POWER RATING
Immolator	1	6
Sororitas Rhino	1	4

FORTIFICATION	MODELS IN UNIT	POWER RATING
Battle Sanctum	1	3

ADEPTUS MECHANICUS

Welcome to the 2020 Power Rating update for Adeptus Mechanicus. This update contains the most up-to-date Power Ratings for units that should be used in your games of Warhammer 40.000.

Since writing the latest edition of Warhammer 40,000 we have been working tirelessly to review and update the Power Ratings of every single unit in the 41st Millennium in order take into account all the changes introduced. For example, we have introduced Blast weapons, overhauled how battlefields and terrain function, and let's not forget that vehicles and monsters have become substantially better – being able to move and fire heavy weapons at full effect, and even shoot while enemy models are within Engagement Range of them! I'm sure you can see that together, these changes affect the relative efficacy of certain models and weapons, hence the need for a review. This monolithic task would have been impossible without the dedication and stalwart advice of our playtesting teams, who have our eternal thanks.

The Power Ratings listed in this update replace any published previously, and should be used in your games. A unit's Power Rating is based on the number of models in that unit; to determine its Power Rating, simply look at the entry for that unit and the corresponding Power Rating for the number of models in that unit. Remember that an Understrength unit has the same Power Rating as a minimum sized unit.

Sometimes, a unit's entry will have a Power Rating that is calculated 'per model'. Where this is the case, the Power Rating of the unit is simply this number multiplied by the number of models in that unit. Rarely, you will see an entry whose Power Rating is calculated as '+X per model'. In these cases, the Power Rating is equal to the minimum size, and then for each additional model above the minimum squad size included in that unit, increase that unit's Power Rating by the amount shown.

Occasionally, a unit will have two separate entries. This typically happens when a unit has the option to be equipped with particular wargear, such as jump packs or wings. Where this is the case, just be sure to use the entry that corresponds to the wargear equipped on your unit. If a unit can contain any models that have a substantially different power, these will be denoted within the entry by naming that model, which will have a '+X per model' on its line. Each time you include such a model in a unit, then its Power Rating is increased by the amount shown.

HQ	MODELS IN UNIT	POWER RATING
Tech-Priest Dominus	1	5
Tech-Priest Enginseer	1	2
Tech-Priest Manipulus	1	4
NAMED CHARACTERS	MODELS IN UNIT	POWER RATING
Belisarius Cawl	1	10
TROOPS	MODELS IN UNIT	POWER RATING
Kataphron Breachers	3	5
	4-6	10
	7-9	15
	10-12	20
Kataphron Destroyers	3	7
	4-6	14
	7-9	21
	10-12	28
Skitarii Rangers	5	3
	6-10	5
Skitarii Vanguard	5	3
	6-10	5

MODELS IN UNIT	POWER RATING
5	3
6-10	6
11-15	9
16-20	12
1	3
5	4
6-10	8
11-15	12
16-20	16
4	2
5	3
6-10	6
5	4
6-10	8
	6-10 11-15 16-20 1 5 6-10 11-15 16-20 4 5 6-10 5

FAST ATTACK	MODELS IN UNIT	POWER RATING
Ironstrider Ballistarii	1-6	4 per model
Pteraxii Skystalkers	5	4
	6-10	8
Pteraxii Sterylizors	5	5
	6-10	9
Serberys Raiders	3	2
	4-6	4
	7-9	6
Serberys Sulphurhounds	3	3
	4-6	6
	7-9	9
Sydonian Dragoons	1-6	4 per model

HEAVY SUPPORT	MODELS IN UNIT	POWER RATING
Kastelan Robots	2	12
	3-4	24
	5-6	36
Onager Dunecrawler	1	6
Skorpius Disintegrator	1	8

DEDICATED TRANSPORT MODELS IN UNIT POWER RATING 5

Skorpius Dunerider

FLYERS	MODELS IN UNIT	POWER RATING
Archaeopter Fusilave	1	7
Archaeopter Stratoraptor	1	8
Archaeopter Transvector	1	7

LORDS OF WAR	MODELS IN UNIT	POWER RATING
Knight Crusader	1	26
Knight Errant	1	23
Knight Gallant	1	22
Knight Paladin	1	24
Knight Warden	1	23

ASTRA MILITARUM

Welcome to the 2021 Power Rating update for Astra Militarum. This update contains the most up-to-date Power Ratings for units that should be used in your games of Warhammer 40,000.

Since writing the latest edition of Warhammer 40,000 we have been working tirelessly to review and update the Power Ratings of every single unit in the 41st Millennium in order take into account all the changes introduced. For example, we have introduced Blast weapons, overhauled how battlefields and terrain function, and let's not forget that vehicles and monsters have become substantially better – being able to move and fire heavy weapons at full effect, and even shoot while enemy models are within Engagement Range of them! I'm sure you can see that together, these changes affect the relative efficacy of certain models and weapons, hence the need for a review. This monolithic task would have been impossible without the dedication and stalwart advice of our playtesting teams, who have our eternal thanks.

The Power Ratings listed in this update replace any published previously, and should be used in your games. A unit's Power Rating is based on the number of models in that unit; to determine its Power Rating, simply look at the entry for that unit and the corresponding Power Rating for the number of models in that unit. Remember that an Understrength unit has the same Power Rating as a minimum sized unit.

Sometimes, a unit's entry will have a Power Rating that is calculated 'per model'. Where this is the case, the Power Rating of the unit is simply this number multiplied by the number of models in that unit. Rarely, you will see an entry whose Power Rating is calculated as '+X per model'. In these cases, the Power Rating is equal to the minimum size, and then for each additional model above the minimum squad size included in that unit, increase that unit's Power Rating by the amount shown.

Occasionally, a unit will have two separate entries. This typically happens when a unit has the option to be equipped with particular wargear, such as jump packs or wings. Where this is the case, just be sure to use the entry that corresponds to the wargear equipped on your unit. If a unit can contain any models that have a substantially different power, these will be denoted within the entry by naming that model, which will have a '+X per model' on its line. Each time you include such a model in a unit, then its Power Rating is increased by the amount shown.

HQ	MODELS IN UNIT	POWER RATING
Company Commander	1	2
Knight Commander Pask	1	14
Lord Commissar	1	3
Primaris Psyker	1	3
Tank Commander	1	12
Tempestor Prime	1	3

MODELS IN UNIT	POWER RATING
1	4
1	3
1	6
1	3
1	3
1	3
1	2
1	3
	MODELS IN UNIT 1 1 1 1 1 1 1 1 1 1 1 1 1 1

TROOPS	MODELS IN UNIT	POWER RATING
Conscripts	20	5
	21-30	7
Infantry Squad	10	3
Militarum Tempestus Scions	5	3
	6-10	5

FAST ATTACK	MODELS IN UNIT	POWER RATING
Armoured Sentinels	1-3	3 per model
Hellhounds	1-3	6 per model
Scout Sentinels	1-3	3 per model

HEAVY SUPPURI	MODET2 IN ONLI	PUWER RATING
Basilisks	1-3	7 per model
Deathstrike	1	8
Heavy Weapons Squad	3	3
Hydras	1-3	6 per model
Leman Russ Battle Tanks	1-3	10 per model
Manticore	1	8
Wyverns	1-3	8 per model

DEDICATED TRANSPORT	MODELS IN UNIT	POWER RATING
Chimera	1	5
Taurox	1	5
Taurox Prime	1	7

ELITES	MODELS IN UNIT	POWER RATING
Astropath	1	2
Bullgryns	3	5
	4-6	10
	7-9	15
Command Squad	4	2
Commissar	1	2
Crusaders	2	2
	3-4	4
	5-6	6
	7-8	8
	9-10	10
Master of Ordnance	1	2
Militarum Tempestus Command Squad	4	3
Ministorum Priest	1	2
Officer of the Fleet	1	2
Ogryn Bodyguard	1	6
Ogryns	3	4
0.5	4-6	8
	7-9	12
Platoon Commander	1	2
Ratlings	5	2
	6-10	4
Servitors	4	2
Special Weapons Squad	6	2
Tech-Priest Enginseer	1	2
Veterans	10	5
Wyrdvane Psykers	3	1
	4-6	2
	7-9	3

FLYER MODELS IN UNIT POWER	R RATING
Valkyries 1-3 7 per	r model

LORDS OF WAR	MODELS IN UNIT	POWER RATING
Baneblade	1	30
Banehammer	1	29
Banesword	1	29
Doomhammer	1	29
Hellhammer	1	33
Shadowsword	1	32
Stormlord	1	32
Stormsword	1	30

CHAOS DAEMONS

Welcome to the 2021 Power Rating update for Chaos Daemons. This update contains the most up-to-date Power Ratings for units that should be used in your games of Warhammer 40,000.

Since writing the latest edition of Warhammer 40,000 we have been working tirelessly to review and update the Power Ratings of every single unit in the 41st Millennium in order take into account all the changes introduced. For example, we have introduced Blast weapons, overhauled how battlefields and terrain function, and let's not forget that vehicles and monsters have become substantially better - being able to move and fire heavy weapons at full effect, and even shoot while enemy models are within Engagement Range of them! I'm sure you can see that together, these changes affect the relative efficacy of certain models and weapons, hence the need for a review. This monolithic task would have been impossible without the dedication and stalwart advice of our playtesting teams, who have our eternal thanks.

The Power Ratings listed in this update replace any published previously, and should be used in your games. A unit's Power Rating is based on the number of models in that unit; to determine its Power Rating, simply look at the entry for that unit and the corresponding Power Rating for the number of models in that unit. Remember that an Understrength unit has the same Power Rating as a minimum sized unit.

Sometimes, a unit's entry will have a Power Rating that is calculated 'per model'. Where this is the case, the Power Rating of the unit is simply this number multiplied by the number of models in that unit. Rarely, you will see an entry whose Power Rating is calculated as '+X per model'. In these cases, the Power Rating is equal to the minimum size, and then for each additional model above the minimum squad size included in that unit, increase that unit's Power Rating by the amount shown.

Occasionally, a unit will have two separate entries. This typically happens when a unit has the option to be equipped with particular wargear, such as jump packs or wings. Where this is the case, just be sure to use the entry that corresponds to the wargear equipped on your unit. If a unit can contain any models that have a substantially different power, these will be denoted within the entry by naming that model, which will have a '+X per model' on its line. Each time you include such a model in a unit, then its Power Rating is increased by the amount shown.

HQ	MODELS IN UNIT	POWER RATING
Bloodmaster	1	3
Bloodthirster of Insensate Rage	e 1	13
Bloodthirster of Unfettered Furg	y 1	14
Blood Throne	1	6
Changecaster	1	5
Contorted Epitome	1	11
Daemon Prince of Chaos	1	8
Daemon Prince with Wings	1	10
Fateskimmer	1	9
Fluxmaster	1	6
Great Unclean	1	14
Herald of Slaanesh	1	3
Herald of Slaanesh on Exalted	1	7
Seeker Chariot		
Herald of Slaanesh on Hellflaye	er 1	6
Herald of Slaanesh on Seeker C	Chariot 1	5
Infernal Enrapturess	1	4
Keeper of Secrets	1	12
Lord of Change	1	14
Poxbringer	1	4
Skullmaster	1	5
Sloppity Bilepiper	1	4
Spoilpox Scrivener	1	5
Wrath of Khorne Bloodthirster	1	12

NAMED CHARACTERS	MODELS IN UNIT	POWER RATING
Be'lakor	1	11
The Blue Scribes	1	5
The Changeling	1	6
Epidemius	1	6
Horticulous Slimux	1	8
Kairos Fateweaver	1	14
Karanak	1	4
The Masque of Slaanesh	1	5
Rotigus	1	14
Shalaxi Helbane	1	13
Skarbrand	1	16
Skulltaker	1	5
Syll'Esske, the Vengeful Alleg	giance 1	12

TROOPS	MODELS IN UNIT	POWER RATING
Bloodletters	10	4
	11-20	8
	21-30	12
Daemonettes	10	4
	11-20	8
	21-30	12
Horrors	10	4
	11-20	8
	21-30	12
Nurglings	3	3
	4-6	6
	7-9	9
Plaguebearers	10	5
	11-20	10
	21-30	15

HEAVY SUPPORT	MODELS IN UNIT	POWER RATING
Burning Chariot	1	6
Exalted Seeker Chariot	1	4
Seeker Chariot	1	3
Skull Altar	1	6
Skull Cannon	1	5
Soul Grinder	1	9

FORTIFICATION	MODELS IN UNIT	POWER RATING
Feculent Gnarlmaws	1-3	5 per model

ELITES	MODELS IN UNIT	POWER RATING
Beasts of Nurgle	1-9	2 per model
Bloodcrushers	3	6
	4-6	12
	7-9	18
	10-12	24
Exalted Flamer	1	3
Fiends	1-9	2 per model
Flamers	3	3
	4-6	6
	7-9	9

FAST ATTACK	MODELS IN UNIT	POWER RATING
Chaos Spawn	1	1*
Furies	5	2
	6-10	4
	11-15	6
	16-20	8
Flesh Hounds	5	4
	6-10	8
	11-15	12
	16-20	16
Hellflayer	1	4
Plague Drones	3	5
	4-6	10
	7-9	15
Screamers	3	3
	4-6	6
	7-9	9
Seekers	5	5
	6-10	10
	11-15	15
	16-20	20

^{*}Designer's Note: This Power Rating is only included in case a rule transforms a model into a Chaos Spawn and its Power Rating is required for any rules purpose.

CHAOS KNIGHTS

Welcome to the 2021 Power Rating update for Chaos Knights. This update contains the most up-to-date Power Ratings for units that should be used in your games of Warhammer 40,000.

Since writing the latest edition of Warhammer 40,000 we have been working tirelessly to review and update the Power Ratings of every single unit in the 41st Millennium in order take into account all the changes introduced. For example, we have introduced Blast weapons, overhauled how battlefields and terrain function, and let's not forget that vehicles and monsters have become substantially better – being able to move and fire heavy weapons at full effect, and even shoot while enemy models are within Engagement Range of them! I'm sure you can see that together, these changes affect the relative efficacy of certain models and weapons, hence the need for a review. This monolithic task would have been impossible without the dedication and stalwart advice of our playtesting teams, who have our eternal thanks.

The Power Ratings listed in this update replace any published previously, and should be used in your games. A unit's Power Rating is based on the number of models in that unit; to determine its Power Rating, simply look at the entry for that unit and the corresponding Power Rating for the number of models in that unit. Remember that an Understrength unit has the same Power Rating as a minimum sized unit.

 LORDS OF WAR
 MODELS IN UNIT
 POWER RATING

 Knight Desecrator
 1
 21

 Knight Despoiler
 1
 25

 Knight Despoiler with 1 reaper
 1
 22

 chainsword and 1 thunderstrike gauntlet
 1
 21

 Knight Rampager
 1
 21

 Knight Tyrant
 1
 32

 War Dog
 1-3
 8 per model

Sometimes, a unit's entry will have a Power Rating that is calculated 'per model'. Where this is the case, the Power Rating of the unit is simply this number multiplied by the number of models in that unit. Rarely, you will see an entry whose Power Rating is calculated as '+X per model'. In these cases, the Power Rating is equal to the minimum size, and then for each additional model above the minimum squad size included in that unit, increase that unit's Power Rating by the amount shown.

Occasionally, a unit will have two separate entries. This typically happens when a unit has the option to be equipped with particular wargear, such as jump packs or wings. Where this is the case, just be sure to use the entry that corresponds to the wargear equipped on your unit. If a unit can contain any models that have a substantially different power, these will be denoted within the entry by naming that model, which will have a '+X per model' on its line. Each time you include such a model in a unit, then its Power Rating is increased by the amount shown.

CHAOS SPACE MARINES

Welcome to the 2021 Power Rating update for Chaos Space Marines. This update contains the most up-to-date Power Ratings for units that should be used in your games of Warhammer 40,000.

Since writing the latest edition of Warhammer 40,000 we have been working tirelessly to review and update the Power Ratings of every single unit in the 41st Millennium in order take into account all the changes introduced. For example, we have introduced Blast weapons, overhauled how battlefields and terrain function, and let's not forget that vehicles and monsters have become substantially better – being able to move and fire heavy weapons at full effect, and even shoot while enemy models are within Engagement Range of them! I'm sure you can see that together, these changes affect the relative efficacy of certain models and weapons, hence the need for a review. This monolithic task would have been impossible without the dedication and stalwart advice of our playtesting teams, who have our eternal thanks.

The Power Ratings listed in this update replace any published previously, and should be used in your games. A unit's Power Rating is based on the number of models in that unit; to determine its Power Rating, simply look at the entry for that unit and the corresponding Power Rating for the number of models in that unit. Remember that an Understrength unit has the same Power Rating as a minimum sized unit.

Sometimes, a unit's entry will have a Power Rating that is calculated 'per model'. Where this is the case, the Power Rating of the unit is simply this number multiplied by the number of models in that unit. Rarely, you will see an entry whose Power Rating is calculated as '+X per model'. In these cases, the Power Rating is equal to the minimum size, and then for each additional model above the minimum squad size included in that unit, increase that unit's Power Rating by the amount shown.

Occasionally, a unit will have two separate entries. This typically happens when a unit has the option to be equipped with particular wargear, such as jump packs or wings. Where this is the case, just be sure to use the entry that corresponds to the wargear equipped on your unit. If a unit can contain any models that have a substantially different power, these will be denoted within the entry by naming that model, which will have a '+X per model' on its line. Each time you include such a model in a unit, then its Power Rating is increased by the amount shown.

HQ	MODELS IN UNIT	POWER RATING
Chaos Lord	1	6
Chaos Lord in Terminator Armo	our 1	6
Chaos Lord with Jump Pack	1	7
Daemon Prince	1	8
Daemon Prince with Wings	1	10
Dark Apostle	1	4
Exalted Champion	1	5
Lord Discordant on Helstalker	1	10
Master of Executions	1	4
Master of Possession	1	5
Sorcerer	1	5
Sorcerer in Terminator Armour	1	6
Sorcerer with Jump Pack	1	6
Warpsmith	1	4

NAMED CHARACTERS	MODELS IN UNIT	POWER RATING
Abaddon the Despoiler	1	11
Cypher	1	5
Fabius Bile	1	5
Haarken Worldclaimer	1	5
Huron Blackheart	1	6
Khârn the Betrayer	1	6
Lucius the Eternal	1	5

IRUUPS	MODELS IN ONLI	PUWER RATING
Chaos Cultists	10	3
	11-20	6
	21-30	9
Chaos Space Marines	5	4
	6-10	8
	11-15	11
	16-20	14

ELITES	MODELS IN UNIT	POWER RATING
Chosen	5	6
	6-10	12
Dark Disciples	2	1
Fallen	5	6
	6-10	12
Greater Possessed	1-2	4 per model
Helbrute	1	6
Khorne Berzerkers	5	5
	6-10	10
	11-15	15
	16-20	20
Mutilators	3	5
Noise Marines	5	5
	6-10	10
	11-15	15
	16-20	20
Plague Marines	5	6
	6-7	8
	8-10	10
	11-15	15
	16-20	20
Possessed	5	5
	6-10	10
	11-15	15
	16-20	20
Rubric Marines	5	6
	6-10	12
	11-15	18
	16-20	24
Terminators	5	8
	6-10	16

6-10 11-15

5

6-10

1

1

5

1

1-3

MODELS IN UNIT POWER RATING

Warp Talons

HEAVY SUPPORT

Chaos Land Raider Chaos Predator

Chaos Vindicator

Defiler

Forgefiend

Havocs

Maulerfiend

Obliterators

Venomcrawler

	11-15	15	Daemonettes	10
	16-20	20		11-7
Possessed	5	5		21-3
	6-10	10	Horrors	10
	11-15	15		11-2
	16-20	20		21-3
Rubric Marines	5	6	Plaguebearers	10
	6-10	12		11-2
	11-15	18		21-3
	16-20	24		
Terminators	5	8		
	6-10	16		
FAST ATTACK	MODELS IN UNIT	POWER RATING		
Bikers	3	5		
	4-6	9		
	7-9	13		
Chaos Spawn	1-5	1 per model		
Raptors	5	5		

9

13

5

10

15

9

7

7

7

5 per model

DEDICATED TRANSPORT MODELS IN UNIT POWER RATING

1

MODELS IN UNIT

1

MODELS IN UNIT

MODELS IN UNIT

1

10

11-20 21-30 POWER RATING

POWER RATING

POWER RATING

5

4 8

MODELS IN UNIT POWER RATING

Chaos Rhino

FLYERS Heldrake

LORDS OF WAR

Khorne Lord of Skulls

FORTIFICATION

Noctilith Crown

DAEMONS
Bloodletters

CRAFTWORLDS

Welcome to the 2021 Power Rating update for Craftworlds. This update contains the most up-to-date Power Ratings for units that should be used in your games of Warhammer 40,000.

Since writing the latest edition of Warhammer 40,000 we have been working tirelessly to review and update the Power Ratings of every single unit in the 41st Millennium in order take into account all the changes introduced. For example, we have introduced Blast weapons, overhauled how battlefields and terrain function, and let's not forget that vehicles and monsters have become substantially better – being able to move and fire heavy weapons at full effect, and even shoot while enemy models are within Engagement Range of them! I'm sure you can see that together, these changes affect the relative efficacy of certain models and weapons, hence the need for a review. This monolithic task would have been impossible without the dedication and stalwart advice of our playtesting teams, who have our eternal thanks.

The Power Ratings listed in this update replace any published previously, and should be used in your games. A unit's Power Rating is based on the number of models in that unit; to determine its Power Rating, simply look at the entry for that unit and the corresponding Power Rating for the number of models in that unit. Remember that an Understrength unit has the same Power Rating as a minimum sized unit.

Sometimes, a unit's entry will have a Power Rating that is calculated 'per model'. Where this is the case, the Power Rating of the unit is simply this number multiplied by the number of models in that unit. Rarely, you will see an entry whose Power Rating is calculated as '+X per model'. In these cases, the Power Rating is equal to the minimum size, and then for each additional model above the minimum squad size included in that unit, increase that unit's Power Rating by the amount shown.

Occasionally, a unit will have two separate entries. This typically happens when a unit has the option to be equipped with particular wargear, such as jump packs or wings. Where this is the case, just be sure to use the entry that corresponds to the wargear equipped on your unit. If a unit can contain any models that have a substantially different power, these will be denoted within the entry by naming that model, which will have a '+X per model' on its line. Each time you include such a model in a unit, then its Power Rating is increased by the amount shown.

HQ N	MODELS IN UNIT	POWER RATING
Autarch	1	4
Autarch Skyrunner	1	6
Autarch with Swooping Hawk Wi	ings 1	5
Farseer	1	6
Farseer Skyrunner	1	7
Spiritseer	1	3
Warlock	1	3
Warlock Conclave	2	4
	3-10	+ 2 per model
Warlock Skyrunner	1	4
Warlock Skyrunner Conclave	2	6
	3-10	+ 3 per model

MODELS IN UNIT	POWER RATING
1	8
1	12
1	6
1	8
1	7
1	4
1	7
1	7
1	8
1	5
	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1

TROOPS	MODELS IN UNIT	POWER RATING
Dire Avengers	5	2
	6-10	5
Guardian Defenders	10	4
	11-20	8
- Heavy Weapon Platform	0-2	+1 per model
Rangers	5	3
	6-10	6
Storm Guardians	8	3
	9-16	6
	17-24	9

ELITES	MODELS IN UNIT	POWER RATING
Fire Dragons	5	6
•	6-10	12
Howling Banshees	5	3
	6-10	6
Striking Scorpions	5	3
	6-10	6
Wraithblades	5	10
	6-10	20
Wraithguard	5	10
	6-10	20

FAST ATTACK	MODELS IN UNIT	POWER RATING
Shining Spears	3	5
Similia Species	4-6	10
	7-9	15
Swooping Hawks	5	4
	6-10	8
Vypers	1-3	3 per model
Warp Spiders	5	4
	6-10	8
Windriders	3	4
	4-6	7
	7-9	11
HEAVY SUPPORT	MODELS IN UNIT	POWER RATING
Dark Reapers	3	5
	4-5	9
	6-10	18
Falcon	1	8
Fire Prism	1	9
Night Spinner	1	8
Support Weapons	1-3	4 per model
inc. crew		
War Walkers	1-3	4 per model
Wraithlord	1	7
DEDICATED TRANSPORT	MODELS IN UNIT	POWER RATING
Wave Serpent	1	9
FLYERS	MODELS IN UNIT	POWER RATING
Crimson Hunter	1	9
Crimson Hunter Exarch	1	11
Hemlock Wraithfighter	1	12
LORDS OF WAR	MODELS IN UNIT	POWER RATING
Wraithknight	1	21
FORTIFICATION	MODELS IN UNIT	POWER RATING

Webway Gate

TALONS OF THE EMPEROR

Welcome to the 2021 Power Rating update for Adeptus Custodes and Sisters of Silence. This update contains the most up-to-date Power Ratings for units that should be used in your games of Warhammer 40,000.

Since writing the latest edition of Warhammer 40,000 we have been working tirelessly to review and update the Power Ratings of every single unit in the 41st Millennium in order take into account all the changes introduced. For example, we have introduced Blast weapons, overhauled how battlefields and terrain function, and let's not forget that vehicles and monsters have become substantially better – being able to move and fire heavy weapons at full effect, and even shoot while enemy models are within Engagement Range of them! I'm sure you can see that together, these changes affect the relative efficacy of certain models and weapons, hence the need for a review. This monolithic task would have been impossible without the dedication and stalwart advice of our playtesting teams, who have our eternal thanks.

The Power Ratings listed in this update replace any published previously, and should be used in your games. A unit's Power Rating is based on the number of models in that unit; to determine its Power Rating, simply look at the entry for that unit and the corresponding Power Rating for the number of models in that unit. Remember that an Understrength unit has the same Power Rating as a minimum sized unit.

Sometimes, a unit's entry will have a Power Rating that is calculated 'per model'. Where this is the case, the Power Rating of the unit is simply this number multiplied by the number of models in that unit. Rarely, you will see an entry whose Power Rating is calculated as '+X per model'. In these cases, the Power Rating is equal to the minimum size, and then for each additional model above the minimum squad size included in that unit, increase that unit's Power Rating by the amount shown.

Occasionally, a unit will have two separate entries. This typically happens when a unit has the option to be equipped with particular wargear, such as jump packs or wings. Where this is the case, just be sure to use the entry that corresponds to the wargear equipped on your unit. If a unit can contain any models that have a substantially different power, these will be denoted within the entry by naming that model, which will have a '+X per model' on its line. Each time you include such a model in a unit, then its Power Rating is increased by the amount shown.

Robin Cruddace and the Warhammer 40,000
 Rules Team

ADEPTUS CUSTODES

MODELS IN UNIT

POWER RATING

10

HQ

Captain-General Traiann Valoris

Shield-Captain in Allarus Terminator Armour Shield-Captain on Dawneagle	1 Lethike 1	6 9
NAMED CHARACTERS	MODELS IN UNIT	POWER RATING

TROOPS	MODELS IN UNIT	POWER RATING
Custodian Guard	3	7
	4-5	11
	6-8	18
	9-10	23

ELITES	MODELS IN UNIT	POWER RATING
Allarus Custodians	3-10	3 per model
Custodian Wardens	3	8
	4-5	13
	6-8	21
	9-10	26
Venerable Contemptor Dreadno	ught 1	8
Vexilus Praetor	1	6
Vexilus Praetor in	1	7
Allarus Terminator Armour		

FAST ATTACK	MODELS IN UNIT	POWER RATING
Vertus Praetors	3-10	4 per model
HEAVY SUPPORT	MODELS IN UNIT	POWER RATING
Venerable Land Raider	1	16

SISTERS OF SILENCE

ELITES	MODELS IN UNIT	POWER RATING
_	_	_
Prosecutors	5	3
	6-10	6
Vigilators	5	4
	6-10	8
Witchseekers	5	4
	6-10	8

DEDICATED TRANSPORT MODELS IN UNIT POWER RATING

Null-Maiden Rhino 1

DEATH GUARD

Welcome to the 2021 Power Rating update for Death Guard. This update contains the most up-to-date Power Ratings for units that should be used in your games of Warhammer 40,000.

Since writing the latest edition of Warhammer 40,000 we have been working tirelessly to review and update the Power Ratings of every single unit in the 41st Millennium in order take into account all the changes introduced. For example, we have introduced Blast weapons, overhauled how battlefields and terrain function, and let's not forget that vehicles and monsters have become substantially better – being able to move and fire heavy weapons at full effect, and even shoot while enemy models are within Engagement Range of them! I'm sure you can see that together, these changes affect the relative efficacy of certain models and weapons, hence the need for a review. This monolithic task would have been impossible without the dedication and stalwart advice of our playtesting teams, who have our eternal thanks.

The Power Ratings listed in this update replace any published previously, and should be used in your games. A unit's Power Rating is based on the number of models in that unit; to determine its Power Rating, simply look at the entry for that unit and the corresponding Power Rating for the number of models in that unit. Remember that an Understrength unit has the same Power Rating as a minimum sized unit.

Sometimes, a unit's entry will have a Power Rating that is calculated 'per model'. Where this is the case, the Power Rating of the unit is simply this number multiplied by the number of models in that unit. Rarely, you will see an entry whose Power Rating is calculated as '+X per model'. In these cases, the Power Rating is equal to the minimum size, and then for each additional model above the minimum squad size included in that unit, increase that unit's Power Rating by the amount shown.

Occasionally, a unit will have two separate entries. This typically happens when a unit has the option to be equipped with particular wargear, such as jump packs or wings. Where this is the case, just be sure to use the entry that corresponds to the wargear equipped on your unit. If a unit can contain any models that have a substantially different power, these will be denoted within the entry by naming that model, which will have a '+X per model' on its line. Each time you include such a model in a unit, then its Power Rating is increased by the amount shown.

HQ	MODELS IN UNIT	POWER RATING
Chaos Lord	1	5
Chaos Lord in Terminator Armo	ur 1	6
Daemon Prince of Nurgle	1	8
Daemon Prince of Nurgle with \	Wings 1	10
Lord of Contagion	1	6
Malignant Plaguecaster	1	5
Sorcerer	1	5
Sorcerer in Terminator Armour	1	6

NAMED CHARACTERS	MODELS IN UNIT	POWER RATING
Mortarion	1	25
Typhus	1	9

TROOPS	MODELS IN UNIT	POWER RATING
Chaos Cultists	10	3
	11-20	6
	21-30	9
	31-40	12
Plague Marines	5	6
	6-7	8
	8-10	10
	11-15	15
	16-20	20
Poxwalkers	10	3
	11-20	6

ELITES	MODELS IN UNIT	POWER RATING
Biologus Putrifier	1	4
Blightlord Terminators	5	11
	6-10	22
Deathshroud Terminators	3	7
	4-6	14
Foul Blightspawn	1	5
Helbrute	1	7
Noxious Blightbringer	1	3
Plague Surgeon	1	4
Possessed	5	5
	6-10	10
	11-15	15
	16-20	20
Tallyman	1	3

FAST ATTACK	MODELS IN UNIT	POWER RATING
Chaos Spawn	1-5	1 per model
Foetid Bloat-drone	1	7
Myphitic Blight-haulers	1-3	5 per model

HEAVY SUPPORT	MODELS IN UNIT	POWER RATING
Chaos Land Raider	1	15
Chaos Predator	1	9
Defiler	1	9
Plagueburst Crawler	1	8

DEDICATED TRANSPORT MODELS IN UNIT POWER RATING

Chaos Rhino 1 4

DAEMONS	MODELS IN UNIT	POWER RATING
Beasts of Nurgle	1-9	2 per model
Nurglings	3	2
	4-6	4
	7-9	6
Plaguebearers	10	5
	11-20	10
	21-30	15
Plague Drones	3	4
	4-6	8
	7-9	12

DRUKHARI

Welcome to the 2021 Power Rating update for Drukhari. This update contains the most up-to-date Power Ratings for units that should be used in your games of Warhammer 40,000.

Since writing the latest edition of Warhammer 40,000 we have been working tirelessly to review and update the Power Ratings of every single unit in the 41st Millennium in order take into account all the changes introduced. For example, we have introduced Blast weapons, overhauled how battlefields and terrain function, and let's not forget that vehicles and monsters have become substantially better – being able to move and fire heavy weapons at full effect, and even shoot while enemy models are within Engagement Range of them! I'm sure you can see that together, these changes affect the relative efficacy of certain models and weapons, hence the need for a review. This monolithic task would have been impossible without the dedication and stalwart advice of our playtesting teams, who have our eternal thanks.

The Power Ratings listed in this update replace any published previously, and should be used in your games. A unit's Power Rating is based on the number of models in that unit; to determine its Power Rating, simply look at the entry for that unit and the corresponding Power Rating for the number of models in that unit. Remember that an Understrength unit has the same Power Rating as a minimum sized unit.

Sometimes, a unit's entry will have a Power Rating that is calculated 'per model'. Where this is the case, the Power Rating of the unit is simply this number multiplied by the number of models in that unit. Rarely, you will see an entry whose Power Rating is calculated as '+X per model'. In these cases, the Power Rating is equal to the minimum size, and then for each additional model above the minimum squad size included in that unit, increase that unit's Power Rating by the amount shown.

Occasionally, a unit will have two separate entries. This typically happens when a unit has the option to be equipped with particular wargear, such as jump packs or wings. Where this is the case, just be sure to use the entry that corresponds to the wargear equipped on your unit. If a unit can contain any models that have a substantially different power, these will be denoted within the entry by naming that model, which will have a '+X per model' on its line. Each time you include such a model in a unit, then its Power Rating is increased by the amount shown.

HQ	MODELS IN UNIT	POWER RATING
Archon	1	4
Haemonculus	1	5
Succubus	1	3

NAMED CHARACTERS	MODELS IN UNIT	POWER RATING
Drazhar	1	6
Lelith Hesperax	1	5
Urien Rakarth	1	5

TROOPS	MODELS IN UNIT	POWER RATING
Kabalite Warriors	5	3
	6-10	6
	11-15	9
	16-20	12
Wracks	5	3
	6-10	6
Wyches	5	3
	6-10	6
	11-15	9
	16-20	12

ELITES	MODELS IN UNIT	POWER RATING
Beastmaster	1	3
Grotesques	3	6
	4-10	+ 2 per model
Incubi	5	4
	6-10	8
Lhamaean	1	1
Mandrakes	5	4
	6-10	8
Medusae	1	1
Sslyth	1	1
Ur-Ghul	1	1

HEAVY SUPPORT	MODELS IN UNIT	POWER RATING
Cronos	1-3	4 per model
Ravager	1	8
Talos	1-3	6 per model

DEDICATED TRANSPORT	MODELS IN UNIT	POWER RATING
Raider	1	5
Venom	1	4

FLYERS	MODELS IN UNIT	POWER RATING
Razorwing Jetfighter	1	8
Voidraven Bomber	1	9

FAST ATTACK	MODELS IN UNIT	POWER RATING
Clawed Fiends	1	2
	2-3	5
	4-6	10
Hellions	5	4
	6-10	7
	11-15	11
	16-20	15
Khymerae	2	1
	3-4	2
	5-6	3
	7-8	4
	9-10	5
	11-12	6
Razorwing Flocks	1-3	2
	4-6	4
	7-9	6
	10-12	8
Reavers	3	3
	4-6	7
	7-9	10
	10-12	14
Scourges	5	7
	6-10	10

FORTIFICATION	MODELS IN UNIT	POWER RATING
Webway Gate	1	5

GENESTEALER CULTS

Welcome to the 2021 Power Rating update for Genestealer Cults. This update contains the most up-to-date Power Ratings for units that should be used in your games of Warhammer 40,000.

Since writing the latest edition of Warhammer 40,000 we have been working tirelessly to review and update the Power Ratings of every single unit in the 41st Millennium in order take into account all the changes introduced. For example, we have introduced Blast weapons, overhauled how battlefields and terrain function, and let's not forget that vehicles and monsters have become substantially better – being able to move and fire heavy weapons at full effect, and even shoot while enemy models are within Engagement Range of them! I'm sure you can see that together, these changes affect the relative efficacy of certain models and weapons, hence the need for a review. This monolithic task would have been impossible without the dedication and stalwart advice of our playtesting teams, who have our eternal thanks.

The Power Ratings listed in this update replace any published previously, and should be used in your games. A unit's Power Rating is based on the number of models in that unit; to determine its Power Rating, simply look at the entry for that unit and the corresponding Power Rating for the number of models in that unit. Remember that an Understrength unit has the same Power Rating as a minimum sized unit.

Sometimes, a unit's entry will have a Power Rating that is calculated 'per model'. Where this is the case, the Power Rating of the unit is simply this number multiplied by the number of models in that unit. Rarely, you will see an entry whose Power Rating is calculated as '+X per model'. In these cases, the Power Rating is equal to the minimum size, and then for each additional model above the minimum squad size included in that unit, increase that unit's Power Rating by the amount shown.

Occasionally, a unit will have two separate entries. This typically happens when a unit has the option to be equipped with particular wargear, such as jump packs or wings. Where this is the case, just be sure to use the entry that corresponds to the wargear equipped on your unit. If a unit can contain any models that have a substantially different power, these will be denoted within the entry by naming that model, which will have a '+X per model' on its line. Each time you include such a model in a unit, then its Power Rating is increased by the amount shown.

HQ	MODELS IN UNIT	POWER RATING
Abominant	1	6
Acolyte Iconward	1	3
Jackal Alphus	1	4
Magus	1	5
- Familiars	0-2	+1 per two models
Patriarch	1	7
- Familiars	0-2	+1 per two models
Primus	1	4

TROOPS	MODELS IN UNIT	POWER RATING
Acolyte Hybrids	5	3
	6-10	6
	11-15	9
	16-20	12
Brood Brothers Infantry Squad	10	3
	11-20	5
Neophyte Hybrids	10	4
	11-20	7

ELITES	MODELS IN UNIT	POWER RATING
Aberrants	5	8
	6-10	16
Biophagus	1	2
- Alchemicus Familiar	0-1	+1 per model
Clamavus	1	3
Hybrid Metamorphs	5	3
	6-10	6
Kelermorph	1	4
Locus	1	3
Nexos	1	3
Purestrain Genestealers	5	4
	6-10	8
	11-15	12
	16-20	16
Sanctus	1	3

MODELS IN UNIT	POWER RATING
1-3	4 per model
4	4
5-8	8
9-12	12
0-3	+2 per model
1-3	3 per model
1-3	3 per model
	4 5-8 9-12 0-3 1-3

HEAVY SUPPORT	MODELS IN UNIT	POWER RATING
Brood Brothers	3	3
Heavy Weapons Squad		
Cult Leman Russ	1	11
Goliath Rockgrinder	1	6
DEDICATED TRANSPORT	F MODEL C IN LINIT	DOWED DATING
DEDICATED TRANSPORT	MODEL2 IN ONLI	POWER RATING
Cult Chimera	1	5
Goliath Truck	1	4
FORTIFICATION	MODELS IN UNIT	POWER RATING
FORTIFICATION Tectonic Fragdrill	MODELS IN UNIT	POWER RATING 4

GREY KNIGHTS

Welcome to the 2021 Power Rating update for Grey Knights. This update contains the most up-to-date Power Ratings for units that should be used in your games of Warhammer 40,000.

Since writing the latest edition of Warhammer 40,000 we have been working tirelessly to review and update the Power Ratings of every single unit in the 41st Millennium in order take into account all the changes introduced. For example, we have introduced Blast weapons, overhauled how battlefields and terrain function, and let's not forget that vehicles and monsters have become substantially better – being able to move and fire heavy weapons at full effect, and even shoot while enemy models are within Engagement Range of them! I'm sure you can see that together, these changes affect the relative efficacy of certain models and weapons, hence the need for a review. This monolithic task would have been impossible without the dedication and stalwart advice of our playtesting teams, who have our eternal thanks.

The Power Ratings listed in this update replace any published previously, and should be used in your games. A unit's Power Rating is based on the number of models in that unit; to determine its Power Rating, simply look at the entry for that unit and the corresponding Power Rating for the number of models in that unit. Remember that an Understrength unit has the same Power Rating as a minimum sized unit.

Sometimes, a unit's entry will have a Power Rating that is calculated 'per model'. Where this is the case, the Power Rating of the unit is simply this number multiplied by the number of models in that unit. Rarely, you will see an entry whose Power Rating is calculated as '+X per model'. In these cases, the Power Rating is equal to the minimum size, and then for each additional model above the minimum squad size included in that unit, increase that unit's Power Rating by the amount shown.

Occasionally, a unit will have two separate entries. This typically happens when a unit has the option to be equipped with particular wargear, such as jump packs or wings. Where this is the case, just be sure to use the entry that corresponds to the wargear equipped on your unit. If a unit can contain any models that have a substantially different power, these will be denoted within the entry by naming that model, which will have a '+X per model' on its line. Each time you include such a model in a unit, then its Power Rating is increased by the amount shown.

HQ N	ODELS IN UNIT	POWER RATING
Brother-Captain	1	7
Brotherhood Champion	1	5
Chaplain	1	6
Grand Master	1	8
Grand Master in Nemesis Dread	knight 1	11
Librarian	1	6
Techmarine	1	5

NAMED CHARACTERS	MODELS IN UNIT	POWER RATING
Brother-Captain Stern	1	6
Castellan Crowe	1	5
Grand Master Voldus	1	8
Lord Kaldor Draigo	1	10

TROOPS	MODELS IN UNIT	POWER RATING
Strike Squad	5	7
·	6-10	14
Terminator Squad	5	11
	6-10	22

ELITES	MODELS IN UNIT	POWER RATING
Apothecary	1	5
Brotherhood Ancient	1	5
Dreadnought	1	7
Paladin Ancient	1	6
Paladin Squad	3	8
	4-5	15
	6-10	30
Purifier Squad	5	7
	6-10	14
Servitors	4	2
Venerable Dreadnought	1	8

FAST ATTACK	MODELS IN UNIT	POWER RATING
Interceptor Squad	5	7
	6-10	14

HEAVY SUPPORT	MODELS IN UNIT	POWER RATING
Land Raider	1	15
Land Raider Crusader	1	15
Land Raider Redeemer	1	15
Nemesis Dreadknight	1	9
Purgation Squad	5	7
	6-10	13

Razorback	1	<u> </u>
	1	6
Rhino	1	4
FLYERS	MODELS IN UNIT	POWER RATING
Stormhawk Interceptor	1	10
Stormraven Gunship	1	17
	1	9

HARLEQUINS AND YNNARI

Welcome to the 2021 Power Rating update for Harlequins and Ynnari. This update contains the most up-to-date Power Ratings for units that should be used in your games of Warhammer 40,000.

Since writing the latest edition of Warhammer 40,000 we have been working tirelessly to review and update the Power Ratings of every single unit in the 41st Millennium in order take into account all the changes introduced. For example, we have introduced Blast weapons, overhauled how battlefields and terrain function, and let's not forget that vehicles and monsters have become substantially better – being able to move and fire heavy weapons at full effect, and even shoot while enemy models are within Engagement Range of them! I'm sure you can see that together, these changes affect the relative efficacy of certain models and weapons, hence the need for a review. This monolithic task would have been impossible without the dedication and stalwart advice of our playtesting teams, who have our eternal thanks.

The Power Ratings listed in this update replace any published previously, and should be used in your games. A unit's Power Rating is based on the number of models in that unit; to determine its Power Rating, simply look at the entry for that unit and the corresponding Power Rating for the number of models in that unit. Remember that an Understrength unit has the same Power Rating as a minimum sized unit.

Sometimes, a unit's entry will have a Power Rating that is calculated 'per model'. Where this is the case, the Power Rating of the unit is simply this number multiplied by the number of models in that unit. Rarely, you will see an entry whose Power Rating is calculated as '+X per model'. In these cases, the Power Rating is equal to the minimum size, and then for each additional model above the minimum squad size included in that unit, increase that unit's Power Rating by the amount shown.

Occasionally, a unit will have two separate entries. This typically happens when a unit has the option to be equipped with particular wargear, such as jump packs or wings. Where this is the case, just be sure to use the entry that corresponds to the wargear equipped on your unit. If a unit can contain any models that have a substantially different power, these will be denoted within the entry by naming that model, which will have a '+X per model' on its line. Each time you include such a model in a unit, then its Power Rating is increased by the amount shown.

Robin Cruddace and the Warhammer 40,000
 Rules Team

HARLEQUINS

MODELS IN UNIT	POWER RATING
1	6
1	4
MODELS IN UNIT	POWER RATING
5	5
6-12	+1 per model
MODELS IN UNIT	POWER RATING
1	3
1	5
MODELS IN UNIT	POWER RATING
2	5
3-4	10
3-4	
	1 1 MODELS IN UNIT 5 6-12 MODELS IN UNIT 1 1 1 MODELS IN UNIT

HEAVY SUPPORT	MODELS IN UNIT	POWER RATING
Voidweaver	1	5
DEDICATED TRANSPOR	T MODELS IN UNIT	POWER RATING
Starweaver	1	4
FORTIFICATION	MODELS IN UNIT	POWER RATING
Webway Gate	1	5

YNNARI

NAMED CHARACTER	MODELS IN UNIT	POWER RATING
The Visarch	1	5
The Yncarne	1	15
Vyraine	1	6

IMPERIAL KNIGHTS

Welcome to the 2021 Power Rating update for Imperial Knights. This update contains the most up-to-date Power Ratings for units that should be used in your games of Warhammer 40,000.

Since writing the latest edition of Warhammer 40,000 we have been working tirelessly to review and update the Power Ratings of every single unit in the 41st Millennium in order take into account all the changes introduced. For example, we have introduced Blast weapons, overhauled how battlefields and terrain function, and let's not forget that vehicles and monsters have become substantially better – being able to move and fire heavy weapons at full effect, and even shoot while enemy models are within Engagement Range of them! I'm sure you can see that together, these changes affect the relative efficacy of certain models and weapons, hence the need for a review. This monolithic task would have been impossible without the dedication and stalwart advice of our playtesting teams, who have our eternal thanks.

The Power Ratings listed in this update replace any published previously, and should be used in your games. A unit's Power Rating is based on the number of models in that unit; to determine its Power Rating, simply look at the entry for that unit and the corresponding Power Rating for the number of models in that unit. Remember that an Understrength unit has the same Power Rating as a minimum sized unit.

Power Rating is equal to the minimum size, and then for each additional model above the minimum squad size included in that unit, increase that unit's Power Rating by the amount shown.

Occasionally, a unit will have two separate entries. This typically happens when a unit has the option to be equipped with particular wargear, such as jump packs or wings. Where this is the case, just be sure to use the entry that corresponds to the wargear equipped on your unit. If a unit can contain any models

that have a substantially different power, these will be denoted

within the entry by naming that model, which will have a '+X

per model' on its line. Each time you include such a model in a unit, then its Power Rating is increased by the amount shown.

Sometimes, a unit's entry will have a Power Rating that is

of the unit is simply this number multiplied by the number of models in that unit. Rarely, you will see an entry whose

calculated 'per model'. Where this is the case, the Power Rating

Power Rating is calculated as '+X per model'. In these cases, the

NAMED CHARACTERS	MODELS IN UNIT	POWER RATING
Canis Rex	1	22

LORDS OF WAR	MODELS IN UNIT	POWER RATING
Armiger Helverin	1-3	8 per model
Armiger Warglaive	1-3	7 per model
Knight Castellan	1	32
Knight Crusader	1	26
Knight Errant	1	23
Knight Gallant	1	22
Knight Paladin	1	24
Knight Preceptor	1	22
Knight Valiant	1	31
Knight Warden	1	23

FORTIFICATION	MODELS IN UNIT	POWER RATING
Sacristan Forgeshrine	1	5

MISCELLANEOUS

Welcome to the 2021 Power Rating update for Gellerpox Infected, Elucidian Starstriders, Miscellaneous Imperium and Blackstone Fortress. This update contains the most up-to-date Power Ratings for units that should be used in your games of Warhammer 40,000.

Since writing the latest edition of Warhammer 40,000 we have been working tirelessly to review and update the Power Ratings of every single unit in the 41st Millennium in order take into account all the changes introduced. For example, we have introduced Blast weapons, overhauled how battlefields and terrain function, and let's not forget that vehicles and monsters have become substantially better – being able to move and fire heavy weapons at full effect, and even shoot while enemy models are within Engagement Range of them! I'm sure you can see that together, these changes affect the relative efficacy of certain models and weapons, hence the need for a review. This monolithic task would have been impossible without the dedication and stalwart advice of our playtesting teams, who have our eternal thanks.

The Power Ratings listed in this update replace any published previously, and should be used in your games. A unit's Power Rating is based on the number of models in that unit; to determine its Power Rating, simply look at the entry for that unit and the corresponding Power Rating for the number of models in that unit. Remember that an Understrength unit has the same Power Rating as a minimum sized unit.

Sometimes, a unit's entry will have a Power Rating that is calculated 'per model'. Where this is the case, the Power Rating of the unit is simply this number multiplied by the number of models in that unit. Rarely, you will see an entry whose Power Rating is calculated as '+X per model'. In these cases, the Power Rating is equal to the minimum size, and then for each additional model above the minimum squad size included in that unit, increase that unit's Power Rating by the amount shown.

Occasionally, a unit will have two separate entries. This typically happens when a unit has the option to be equipped with particular wargear, such as jump packs or wings. Where this is the case, just be sure to use the entry that corresponds to the wargear equipped on your unit. If a unit can contain any models that have a substantially different power, these will be denoted within the entry by naming that model, which will have a '+X per model' on its line. Each time you include such a model in a unit, then its Power Rating is increased by the amount shown.

Robin Cruddace and the Warhammer 40,000
 Rules Team

GELLERPOX INFECTED

UNIT	MODELS IN UNIT	POWER RATING
Cursemites	4	1
Eyestinger Swarms	4	1
Glitchlings	4	1
The Hullbreakers	3	5
Sludge-Grubs	4	1
The Vox-Shamblers	3	1
Vulgrar Thrice-Cursed	1	4

ELUCIDIAN STARSTRIDERS

UNIT	MODELS IN UNIT	POWER RATING
Elucia Vhane	1	3
Nitsch's Squad	6	2
Knosso Prond	1	2
Larsen van der Grauss	1	2
Sanistasia Minst	1	1

MISCELLANEOUS IMPERIUM

NAMED CHARACTERS	MODELS IN UNIT	POWER RATING
Ephrael Stern and Kyganil of the Bloody Tears	2	7
Valerian and Aleya	2	10

BLACKSTONE FORTRESS

UNIT	MODELS IN UNIT	POWER RATING
Amallyn Shadowguide	1	3
Ambull	1	4
Aradia Madellan	1	3
The Archivist	1	5
Black Legionnaires	2	1
Borewyrm Infestation	1-2	1 per model
Chaos Beastmen	4	1
Chaos Ogryn	1	4
Cultist Firebrand	1	2
Cultists of the Abyss	7	2
Daedalosus	1	3
Dahyak Grekh	1	2
Espern Locarno	1	2
Gotfret de Montbard	1	2
Guardian Drone	1	5
Janus Draik	1	3
Negavolt Cultists	4	2
Neyam Shai Murad	1	3
Obsidius Mallex	1	7
Pious Vorne	1	2
Rein and Raus	2	2
Rogue Psyker	1	2
Spindle Drones	4	3
Taddeus the Purifier	1	3
Traitor Guardsmen	7	2
Traitor Commissar	1	3
UR-025	1	3
Ur-Ghul	1	1
X-101	1	2

AGENTS OF THE IMPERIUM

Welcome to the 2021 Power Rating update for Inquisition and Officio Assassinorum. This update contains the most up-to-date Power Ratings for units that should be used in your games of Warhammer 40.000.

Since writing the latest edition of Warhammer 40,000 we have been working tirelessly to review and update the Power Ratings of every single unit in the 41st Millennium in order take into account all the changes introduced. For example, we have introduced Blast weapons, overhauled how battlefields and terrain function, and let's not forget that vehicles and monsters have become substantially better – being able to move and fire heavy weapons at full effect, and even shoot while enemy models are within Engagement Range of them! I'm sure you can see that together, these changes affect the relative efficacy of certain models and weapons, hence the need for a review. This monolithic task would have been impossible without the dedication and stalwart advice of our playtesting teams, who have our eternal thanks.

The Power Ratings listed in this update replace any published previously, and should be used in your games. A unit's Power Rating is based on the number of models in that unit; to determine its Power Rating, simply look at the entry for that unit and the corresponding Power Rating for the number of models in that unit. Remember that an Understrength unit has the same Power Rating as a minimum sized unit.

Sometimes, a unit's entry will have a Power Rating that is calculated 'per model'. Where this is the case, the Power Rating of the unit is simply this number multiplied by the number of models in that unit. Rarely, you will see an entry whose Power Rating is calculated as '+X per model'. In these cases, the Power Rating is equal to the minimum size, and then for each additional model above the minimum squad size included in that unit, increase that unit's Power Rating by the amount shown.

Occasionally, a unit will have two separate entries. This typically happens when a unit has the option to be equipped with particular wargear, such as jump packs or wings. Where this is the case, just be sure to use the entry that corresponds to the wargear equipped on your unit. If a unit can contain any models that have a substantially different power, these will be denoted within the entry by naming that model, which will have a '+X per model' on its line. Each time you include such a model in a unit, then its Power Rating is increased by the amount shown.

Robin Cruddace and the Warhammer 40,000
 Rules Team

INQUISITION

HQ	MODELS IN UNIT	POWER RATING
Inquisitor	1	4
Ordo Malleus Inquisitor	1	6
in Terminator Armour		
ELITES	MODELS IN UNIT	POWER RATING
ELITES Acolytes	MODELS IN UNIT	POWER RATING 1 per model

NAMED CHARACTERS	MODEL2 IN ONLI	PUWER RATING
Inquisitor Coteaz	1	5
Inquisitor Eisenhorn	1	5
Inquisitor Greyfax	1	5
Inquisitor Karamazov	1	7
Lord Inquisitor Kyria Draxus	1	5

OFFICIO ASSASSINORUM

ELITES	MODELS IN UNIT	POWER RATING	ELITES	MODELS IN UNIT	POWER RATING
Callidus Assassin	1	5	Eversor Assassin	1	5
Culexus Assassin	1	5	Vindicare Assassin	1	5

ORKS

Welcome to the 2021 Power Rating update for Orks. This update contains the most up-to-date Power Ratings for units that should be used in your games of Warhammer 40,000.

Since writing the latest edition of Warhammer 40,000 we have been working tirelessly to review and update the Power Ratings of every single unit in the 41st Millennium in order take into account all the changes introduced. For example, we have introduced Blast weapons, overhauled how battlefields and terrain function, and let's not forget that vehicles and monsters have become substantially better – being able to move and fire heavy weapons at full effect, and even shoot while enemy models are within Engagement Range of them! I'm sure you can see that together, these changes affect the relative efficacy of certain models and weapons, hence the need for a review. This monolithic task would have been impossible without the dedication and stalwart advice of our playtesting teams, who have our eternal thanks.

The Power Ratings listed in this update replace any published previously, and should be used in your games. A unit's Power Rating is based on the number of models in that unit; to determine its Power Rating, simply look at the entry for that unit and the corresponding Power Rating for the number of models in that unit. Remember that an Understrength unit has the same Power Rating as a minimum sized unit.

Sometimes, a unit's entry will have a Power Rating that is calculated 'per model'. Where this is the case, the Power Rating of the unit is simply this number multiplied by the number of models in that unit. Rarely, you will see an entry whose Power Rating is calculated as '+X per model'. In these cases, the Power Rating is equal to the minimum size, and then for each additional model above the minimum squad size included in that unit, increase that unit's Power Rating by the amount shown.

Occasionally, a unit will have two separate entries. This typically happens when a unit has the option to be equipped with particular wargear, such as jump packs or wings. Where this is the case, just be sure to use the entry that corresponds to the wargear equipped on your unit. If a unit can contain any models that have a substantially different power, these will be denoted within the entry by naming that model, which will have a '+X per model' on its line. Each time you include such a model in a unit, then its Power Rating is increased by the amount shown.

HQ	MODELS IN UNIT	POWER RATING
Big Mek in Mega Armour	1	6
Big Mek with Shokk Attack Gur	1	7
Big Mek with Kustom Force Fie	ld 1	4
Deffkilla Wartrike	1	7
Warboss	1	4
Weirdboy	1	4

NAMED CHARACTERS	MODELS IN UNIT	POWER RATING
Boss Snikrot	1	4
Boss Zagstruk	1	5
Ghazghkull Thraka	1	15
Makari	1	4
Kaptin Badrukk	1	5
Mad Dok Grotsnik	1	5

TROOPS	MODELS IN UNIT	POWER RATING
Boyz	10	4
3	11-20	8
	21-30	12
Gretchin	10	2
	11-20	4
	21-30	6

ELITES	MODELS IN UNIT	POWER RATING
Burna Boyz	5	3
	6-10	6
	11-15	9
Kommandos	5	3
	6-10	6
	11-15	9
Meganobz	3	6
	4-10	+2 per model
Mek	1	2
Nob with Waaagh! Banner	1	5
Nobz	5	6
	6-10	12
Nobz on Warbikes	3	6
	4-6	12
	7-9	18
Painboy	1	3
Runtherd	1	3
Tankbustas	5	4
	6-10	8
	11-15	12

FAST ATTACK	MODELS IN UNIT	POWER RATING
Boomdakka Snazzwagons	1-3	5 per model
Deffkoptas	1-5	2 per model
Kustom Boosta-blastas	1-3	5 per model
Megatrakk Scrapjets	1-3	5 per model
Rukkatrukk Squigbuggies	1-3	6 per model
Shokkjump Dragstas	1-3	5 per model
Stormboyz	5	3
	6-10	6
	11-20	12
	21-30	18
Warbikers	3	4
	4-6	8
	7-9	12
	10-12	16

MODELS IN UNIT	POWER RATING
1	9
1	10
1-3	6 per model
5	8
6-10	16
1	17
1	10
1	3
2-3	9
4-6	18
5-15	5
6-10	10
11-15	15
1-5	3 per model
1	16
	1 1-3 5 6-10 1 1 1 2-3 4-6 5-15 6-10 11-15

DEDICATED TRANSPORT MODELS IN UNIT POWER RATING

Trukk 1

FLYERS	MODELS IN UNIT	POWER RATING
Blitza-bommer	1	8
Burna-bommer	1	8
Dakkajet	1	8
Wazbom Blastajet	1	10

LORDS OF WAR	MODELS IN UNIT	POWER RATING

Stompa 1 46

FORTIFICATION	MODELS IN UNIT	POWER RATING

Mekboy Workshop 1 5

SPACE MARINES SUPPLEMENTS

Welcome to the 2021 Power Rating update for Ultramarines, White Scars, Iron Hands, Imperial Fists, Salamanders and Raven Guard. This update contains the most up-to-date Power Ratings for units that should be used in your games of Warhammer 40,000.

Since writing the latest edition of Warhammer 40,000 we have been working tirelessly to review and update the Power Ratings of every single unit in the 41st Millennium in order take into account all the changes introduced. For example, we have introduced Blast weapons, overhauled how battlefields and terrain function, and let's not forget that vehicles and monsters have become substantially better – being able to move and fire heavy weapons at full effect, and even shoot while enemy models are within Engagement Range of them! I'm sure you can see that together, these changes affect the relative efficacy of certain models and weapons, hence the need for a review. This monolithic task would have been impossible without the dedication and stalwart advice of our playtesting teams, who have our eternal thanks.

The Power Ratings listed in this update replace any published previously, and should be used in your games. A unit's Power Rating is based on the number of models in that unit; to determine its Power Rating, simply look at the entry for that unit and the corresponding Power Rating for the number of models in that unit. Remember that an Understrength unit has the same Power Rating as a minimum sized unit.

Sometimes, a unit's entry will have a Power Rating that is calculated 'per model'. Where this is the case, the Power Rating of the unit is simply this number multiplied by the number of models in that unit. Rarely, you will see an entry whose Power Rating is calculated as '+X per model'. In these cases, the Power Rating is equal to the minimum size, and then for each additional model above the minimum squad size included in that unit, increase that unit's Power Rating by the amount shown.

Occasionally, a unit will have two separate entries. This typically happens when a unit has the option to be equipped with particular wargear, such as jump packs or wings. Where this is the case, just be sure to use the entry that corresponds to the wargear equipped on your unit. If a unit can contain any models that have a substantially different power, these will be denoted within the entry by naming that model, which will have a '+X per model' on its line. Each time you include such a model in a unit, then its Power Rating is increased by the amount shown.

Robin Cruddace and the Warhammer 40,000
 Rules Team

ULTRAMARINES

NAMED CHARACTERS	MODELS IN UNIT	POWER RATING
Captain Sicarius	1	6
Chaplain Cassius	1	5
Chief Librarian Tigurius	1	7
Marneus Calgar	1	11
Roboute Guilliman	1	19
Sergeant Chronus	1	2
Sergeant Telion	1	3

ELITES	MODELS IN UNIT	POWER RATING
Chapter Ancient	1	5
Chapter Champion	1	4
Honour Guard	2	2
Tyrannic War Veterans	4	3
	5-10	8
Victrix Honour Guard	2	3

WHITE SCARS

HQ	MODELS IN UNIT	POWER RATING	NAMED CHARACTERS	MODELS IN UNIT	POWER RATING
Khan on Bike	1	6	Kor'sarro Khan	1	6

IRON HANDS

NAMED CHARACTERS MODELS IN UNIT POWER RATING

Iron Father Feirros 1 8

IMPERIAL FISTS

NAMED CHARACTERS	MODELS IN UNIT	POWER RATING
Captain Lysander	1	7
Pedro Kantor	1	8
Tor Garadon	1	8

SALAMANDERS

NAMED CHARACTERS	MODELS IN UNIT	POWER RATING
Adrax Agatone	1	8
Vulkan He'stan	1	7

RAVEN GUARD

NAMED CHARACTERS	MODELS IN UNIT	POWER RATING

Kayvaan Shrike

1

7

T'AU EMPIRE

Welcome to the 2021 Power Rating update for T'au Empire. This update contains the most up-to-date Power Ratings for units that should be used in your games of Warhammer 40,000.

Since writing the latest edition of Warhammer 40,000 we have been working tirelessly to review and update the Power Ratings of every single unit in the 41st Millennium in order take into account all the changes introduced. For example, we have introduced Blast weapons, overhauled how battlefields and terrain function, and let's not forget that vehicles and monsters have become substantially better – being able to move and fire heavy weapons at full effect, and even shoot while enemy models are within Engagement Range of them! I'm sure you can see that together, these changes affect the relative efficacy of certain models and weapons, hence the need for a review. This monolithic task would have been impossible without the dedication and stalwart advice of our playtesting teams, who have our eternal thanks.

The Power Ratings listed in this update replace any published previously, and should be used in your games. A unit's Power Rating is based on the number of models in that unit; to determine its Power Rating, simply look at the entry for that unit and the corresponding Power Rating for the number of models in that unit. Remember that an Understrength unit has the same Power Rating as a minimum sized unit.

Sometimes, a unit's entry will have a Power Rating that is calculated 'per model'. Where this is the case, the Power Rating of the unit is simply this number multiplied by the number of models in that unit. Rarely, you will see an entry whose Power Rating is calculated as '+X per model'. In these cases, the Power Rating is equal to the minimum size, and then for each additional model above the minimum squad size included in that unit, increase that unit's Power Rating by the amount shown.

Occasionally, a unit will have two separate entries. This typically happens when a unit has the option to be equipped with particular wargear, such as jump packs or wings. Where this is the case, just be sure to use the entry that corresponds to the wargear equipped on your unit. If a unit can contain any models that have a substantially different power, these will be denoted within the entry by naming that model, which will have a '+X per model' on its line. Each time you include such a model in a unit, then its Power Rating is increased by the amount shown.

HQ	MODELS IN UNIT	POWER RATING
Cadre Fireblade	1	3
- Tactical Drones	0-2	+1 per two models
Commander in XV8 Crisis Battle	suit 1	7
- Tactical Drones	0-2	+1 per two models
Commander in	1	7
XV85 Enforcer Battlesuit		
- Tactical Drones	0-2	+1 per two models
Commander in	1	8
XV86 Coldstar Battlesuit		
- Tactical Drones	0-2	+1 per two models
Ethereal	1	3
- Tactical Drones	0-2	+1 per two models

NAMED CHARACTERS	MODELS IN UNIT	POWER RATING
Aun'Shi	1	3
Aun'Va and Ethereal Guard	3	5
Commander Farsight	1	7
Commander Shadowsun	1	8
Darkstrider	1	3
The Eight	8 Characters,	62
	14 Drones	
Longstrike	1	11

TROOPS	MODELS IN UNIT	POWER RATING
Breacher Team	5	2
	6-10	4
- DS8 Tactical Support Turret	0-1	+1 per model
- Tactical Drones/	0-2 +1 per tv	o models MV36 Guardian Dro
Kroot Carnivores	10	3
	11-20	6
Strike Team	5	2
	6-10	4
	11-12	5
- DS8 Tactical Support Turret	0-1	+1 per model
- Tactical Drones/ MV36 Guardian Drone	0-2	+1 per two models

ELITES	MODELS IN UNIT	POWER RATING
XV8 Crisis Battlesuits	3	8
	4-6	16
	7-9	24
- Tactical Drones	0-18	+1 per two models
XV8 Crisis Bodyguards	3	9
	4-6	18
	7-9	27
- Tactical Drones	0-18	+1 per two models
Firesight Marksman	1	2
XV95 Ghostkeel Battlesuit	1	9
Krootox Riders	1-3	1 per model
Kroot Shaper	1	2
XV104 Riptide Battlesuit	1	15
- MV84 Shielded Missile Dron	es 0-2	+2 per model
XV25 Stealth Battlesuit	3	5
	4-6	10
- Tactical Drones	0-2	+1 per two models

FORTIFICATION	MODELS IN UNIT	POWER RATING
Tidewall Droneport	1	4
- Drones	0-4	+1 per two models
Tidewall Gunrig	1	6
Tidewall Shieldline	1	4
-Tidewall Defence Platform	0-1	+4 per model

FAST ATTACK	MODELS IN UNIT	POWER RATING
Kroot Hounds	4	1
	5-8	2
	9-12	3
Pathfinder Team	5	3
	6-10	5
- Tactical Drones	0-2	+1 per two models
- Support Drones	0-2	+1 per model
- MB3 Recon Drone	0-1	+1 per model
TX4 Piranhas	1-5	4 per model
Tactical Drones	4	2
	5-8	4
	9-12	6
Vespid Stingwings	4	2
	5-8	4
	9-12	6

HEAVY SUPPORT	MODELS IN UNIT	POWER RATING
XV88 Broadside Battlesuits	1-3	5 per model
- Tactical Drones	0-6	+1 per two models
- MV8 Missile Drones	0-6	+1 per model
TX7 Hammerhead Gunship	1	9
TX78 Sky Ray Gunship	1	8
MV71 Sniper Drones	3	3
	4-6	6
	7-9	9

DEDICATED TRANSPORT MODELS IN UNIT POWER RATING TY7 Devilfish 1 5

FLYERSMODELS IN UNITPOWER RATINGAX3 Razorshark Strike Fighter16AX39 Sun Shark Bomber18

LORDS OF WAR	MODELS IN UNIT	POWER RATING
KV128 Stormsurge	1	18

THOUSAND SONS

Welcome to the 2020 Power Rating update for Thousand Sons. This update contains the most up-to-date Power Ratings for units that should be used in your games of Warhammer 40,000.

Since writing the latest edition of Warhammer 40,000 we have been working tirelessly to review and update the Power Ratings of every single unit in the 41st Millennium in order take into account all the changes introduced. For example, we have introduced Blast weapons, overhauled how battlefields and terrain function, and let's not forget that vehicles and monsters have become substantially better – being able to move and fire heavy weapons at full effect, and even shoot while enemy models are within Engagement Range of them! I'm sure you can see that together, these changes affect the relative efficacy of certain models and weapons, hence the need for a review. This monolithic task would have been impossible without the dedication and stalwart advice of our playtesting teams, who have our eternal thanks.

The Power Ratings listed in this update replace any published previously, and should be used in your games. A unit's Power Rating is based on the number of models in that unit; to determine its Power Rating, simply look at the entry for that unit and the corresponding Power Rating for the number of models in that unit. Remember that an Understrength unit has the same Power Rating as a minimum sized unit.

Sometimes, a unit's entry will have a Power Rating that is calculated 'per model'. Where this is the case, the Power Rating of the unit is simply this number multiplied by the number of models in that unit. Rarely, you will see an entry whose Power Rating is calculated as '+X per model'. In these cases, the Power Rating is equal to the minimum size, and then for each additional model above the minimum squad size included in that unit, increase that unit's Power Rating by the amount shown.

Occasionally, a unit will have two separate entries. This typically happens when a unit has the option to be equipped with particular wargear, such as jump packs or wings. Where this is the case, just be sure to use the entry that corresponds to the wargear equipped on your unit. If a unit can contain any models that have a substantially different power, these will be denoted within the entry by naming that model, which will have a '+X per model' on its line. Each time you include such a model in a unit, then its Power Rating is increased by the amount shown.

HQ I	MODELS IN UNIT	POWER RATING
Daemon Prince of Tzeentch	1	8
Daemon Prince of Tzeentch	1	10
with Wings		
Exalted Sorcerer	1	6
Exalted Sorcerer on Disc of Tzee	entch 1	7
Sorcerer	1	5
Sorcerer in Terminator Armour	1	6

NAMED CHARACTERS	MODELS IN UNIT	POWER RATING
Ahriman	1	8
Ahriman on Disc of Tzeentch	1	9
Magnus the Red	1	24

TROOPS	MODELS IN UNIT	POWER RATING
Chaos Cultists	10	3
	11-20	6
	21-30	9
	31-40	12
Rubric Marines	5	6
	6-10	12
	11-15	18
	16-20	24
Tzaangors	10	4
	11-20	8
	21-30	12

ELITES	MUDELS IN UNIT	PUWER RATING
Helbrute	1	7
Scarab Occult Terminators	5	10
	6-10	20
Tzaangor Shaman	1	5

FAST ATTACK	MODELS IN UNIT	POWER RATING
Chaos Spawn	1-5	1 per model
Tzaangor Enlightened	3	3
	4-6	6
	7-9	9

HEAVY SUPPORT	MODELS IN UNIT	POWER RATING
Chaos Land Raider	1	15
Chaos Predator	1	9
Chaos Vindicator	1	7
Defiler	1	9
Forgefiend	1	7
Maulerfiend	1	7
Mutalith Vortex Beast	1	7

DEDICATED TRANSPORT	MODELS IN UNIT	POWER RATING
Chaos Rhino	1	4

FLYERS	MODELS IN UNIT	POWER RATING
Heldrake	1	8
DAEMONS	MODELS IN UNIT	POWER RATING
Flamers	3	3
	4-6	6
	7-9	9
Horrors	10	4
	11-20	8
	21-30	12
Screamers	3	3
	4-6	6
	7-9	9

TYRANIDS

Welcome to the 2021 Power Rating update for Tyranids. This update contains the most up-to-date Power Ratings for units that should be used in your games of Warhammer 40,000.

Since writing the latest edition of Warhammer 40,000 we have been working tirelessly to review and update the Power Ratings of every single unit in the 41st Millennium in order take into account all the changes introduced. For example, we have introduced Blast weapons, overhauled how battlefields and terrain function, and let's not forget that vehicles and monsters have become substantially better – being able to move and fire heavy weapons at full effect, and even shoot while enemy models are within Engagement Range of them! I'm sure you can see that together, these changes affect the relative efficacy of certain models and weapons, hence the need for a review. This monolithic task would have been impossible without the dedication and stalwart advice of our playtesting teams, who have our eternal thanks.

The Power Ratings listed in this update replace any published previously, and should be used in your games. A unit's Power Rating is based on the number of models in that unit; to determine its Power Rating, simply look at the entry for that unit and the corresponding Power Rating for the number of models in that unit. Remember that an Understrength unit has the same Power Rating as a minimum sized unit.

Sometimes, a unit's entry will have a Power Rating that is calculated 'per model'. Where this is the case, the Power Rating of the unit is simply this number multiplied by the number of models in that unit. Rarely, you will see an entry whose Power Rating is calculated as '+X per model'. In these cases, the Power Rating is equal to the minimum size, and then for each additional model above the minimum squad size included in that unit, increase that unit's Power Rating by the amount shown.

Occasionally, a unit will have two separate entries. This typically happens when a unit has the option to be equipped with particular wargear, such as jump packs or wings. Where this is the case, just be sure to use the entry that corresponds to the wargear equipped on your unit. If a unit can contain any models that have a substantially different power, these will be denoted within the entry by naming that model, which will have a '+X per model' on its line. Each time you include such a model in a unit, then its Power Rating is increased by the amount shown.

HQ	MODELS IN UNIT	POWER RATING
Broodlord	1	7
Hive Tyrant	1	9
Hive Tyrant with Wings	1	11
Neurothrope	1	5
Tervigon	1	11
Tyranid Prime	1	5

NAMED CHARACTERS	MODELS IN UNIT	POWER RATING
Deathleaper	1	4
Old One Eye	1	11
The Red Terror	1	3
The Swarmlord	1	14

TROOPS	MODELS IN UNIT	POWER RATING
Genestealers	5	4
	6-10	8
	11-15	12
	16-20	16
Hormagaunts	10	3
	11-20	6
	21-30	9
Ripper Swarms	3	2
	4-6	4
	7-9	6
Termagants	10	3
	11-20	6
	21-30	9
Tyranid Warriors	3	4
	4-6	8
	7-9	12

ELITES	MODELS IN UNIT	POWER RATING
Haruspex	1	9
Hive Guard	3	6
	4-6	12
Lictor	1	2
Maleceptor	1	9
Pyrovores	1-3	1 per model
Tyrant Guard	3	7
	4-6	14
Venomthropes	3	5
	4-6	10
Zoanthropes	3	7
	4-6	14

FAST ATTACK	MODELS IN UNIT	POWER RATING
Gargoyles	10	3
5 5	11-20	6
	21-30	9
Mucolid Spores	1-3	1 per model
Raveners	3	3
	4-6	6
	7-9	9
Spore Mines	3	1
	4-6	2
	7-9	3

HEAVY SUPPORT	MODELS IN UNIT	POWER RATING
Biovores	1-3	2 per model
Carnifexes	1-3	6 per model
Exocrine	1	9
Mawloc	1	6
Screamer-Killers	1-3	6 per model
Thornbacks	1-3	7 per model
Toxicrene	1	8
Trygon	1	8
Trygon Prime	1	10
Tyrannofex	1	9

DEDICATED TRANSPORT MODELS IN UNIT POWER RATING

Tyrannocyte 1 6

FORTIFICATION	MODELS IN UNIT	POWER RATING
Sporocust	1	7

FLYERS	MODELS IN UNIT	POWER RATING
Harpy	1	8
Hive Crone	1	8

UNALIGNED FORTIFICATIONS

Welcome to the 2021 Power Rating update for Unaligned Fortifications. This update contains the most up-to-date Power Ratings for units that should be used in your games of Warhammer 40.000.

Since writing the latest edition of Warhammer 40,000 we have been working tirelessly to review and update the Power Ratings of every single unit in the 41st Millennium in order take into account all the changes introduced. For example, we have introduced Blast weapons, overhauled how battlefields and terrain function, and let's not forget that vehicles and monsters have become substantially better – being able to move and fire heavy weapons at full effect, and even shoot while enemy models are within Engagement Range of them! I'm sure you can see that together, these changes affect the relative efficacy of certain models and weapons, hence the need for a review. This monolithic task would have been impossible without the dedication and stalwart advice of our playtesting teams, who have our eternal thanks.

The Power Ratings listed in this update replace any published previously, and should be used in your games. A unit's Power Rating is based on the number of models in that unit; to determine its Power Rating, simply look at the entry for that unit and the corresponding Power Rating for the number of models in that unit. Remember that an Understrength unit has the same Power Rating as a minimum sized unit.

FORTIFICATION MODELS IN UNIT **POWER RATING** 5 Aegis Defence Line Chaos Bastion 12 Firestorm Redoubt 14 1 Fortress of Redemption 24 Imperial Bastion 12 Imperial Bunker Imperial Defence Line 5 Macro-cannon Aquila Strongpoint 22 Plasma Obliterator 11 Skyshield Landing Pad 1-2 Vengeance Weapon Batteries 7 per model **Void Shield Generator** Vortex Missile Aquila Strongpoint

Sometimes, a unit's entry will have a Power Rating that is calculated 'per model'. Where this is the case, the Power Rating of the unit is simply this number multiplied by the number of models in that unit. Rarely, you will see an entry whose Power Rating is calculated as '+X per model'. In these cases, the Power Rating is equal to the minimum size, and then for each additional model above the minimum squad size included in that unit, increase that unit's Power Rating by the amount shown.

Occasionally, a unit will have two separate entries. This typically happens when a unit has the option to be equipped with particular wargear, such as jump packs or wings. Where this is the case, just be sure to use the entry that corresponds to the wargear equipped on your unit. If a unit can contain any models that have a substantially different power, these will be denoted within the entry by naming that model, which will have a '+X per model' on its line. Each time you include such a model in a unit, then its Power Rating is increased by the amount shown.