



BOARDING ACTIONS

MUSTERING RULES 2.0

Welcome to Boarding Actions! Within the *Arks of Omen* series (and a number of *White Dwarf* issues) you can find a range of faction-specific bonuses exclusive to Boarding Action games, including bespoke Enhancements and Stratagems. This document, now updated for the current edition of Warhammer 40,000, provides all the mustering rules you will need to get your force to the tabletop, detailing what units can be taken and any rules adaptations you will need. You can play Boarding Actions games just with this document and the *Boarding Actions Core Rules*, also found on the *Warhammer Community* website, letting you jump straight back into more thrilling games of Boarding Actions. Once more unto the breach!

- The Warhammer 40,000 Design Team



ADEPTA SORORITAS

If your Faction is **ADEPTA SORORITAS**, use the following rules:

MUSTERING A BOARDING PATROL

You can include up to one of the following units:

- **CANONESS**
- **DAEMONIFUGE**
- **PALATINE**

You can include up to two of the following units:

- **AESTRED THURGA AND AGATHAE DOLAN**
- **DIALOGUS**
- **DOGMATA**
- **HOSPITALLER**
- **IMAGIFIER**
- **MISSIONARY**
- **PREACHER**

You can include up to three of each of the following units:

- **BATTLE SISTERS SQUAD** (10 models)
- **DOMINION SQUAD** (10 models)
- **SISTERS NOVITIATE SQUAD** (10 models)

You can include up to one of each of the following units:

- **ARCO-FLAGELLANTS** (10 models)
- **CELESTIAN SACRESANTS** (5 or 10 models)
- **CRUSADERS** (2 models)
- **DEATH CULT ASSASSINS** (2 models)
- **REPENTIA SQUAD** (5 or 10 models)

You can include up to one of the following units:

- **SERAPHIM SQUAD** (5 or 10 models)
- **ZEPHYRIM SQUAD** (5 or 10 models)

FORMING BOARDING SQUADS

- When splitting a **DOMINION SQUAD** unit, select one of the resulting Boarding Squads to gain the Cherub token. The Boarding Squad without the Cherub token loses the Cherub ability.

RULES ADAPTATIONS

- The **CANONESS** model loses the Rod of Office ability.
- The **CELESTIAN SACRESANTS** unit loses the Sworn Protectors ability.
- The **CRUSADERS** unit loses the Spiritual Fortitude ability.
- The **DAEMONIFUGE** unit loses the Mysterious Saviours ability.
- The **SERAPHIM SQUAD** unit loses the Angelic Ascent and Deep Strike abilities.
- The **ZEPHYRIM SQUAD** unit loses the Deep Strike ability.



ADEPTUS CUSTODES

If your Faction is **ADEPTUS CUSTODES**, use the following rules:

MUSTERING A BOARDING PATROL

You can include up to one of the following units:

- **BLADE CHAMPION**
- **INFANTRY SHIELD-CAPTAIN**
- **TRAJANN VALORIS**
- **VALERIAN**

You can include up to one of the following units:

- **ALEYA**
- **KNIGHT-CENTURA**

You can include up to three of each of the following units:

- **CUSTODIAN GUARD** (4 or 5 models)
- **PROSECUTORS** (5 or 10 models)

You can include up to one of each of the following units:

- **ALLARUS CUSTODIANS** (2 or 3 models)
- **CUSTODIANS WARDENS** (3 models)
- **VIGILATORS** (5 or 10 models)
- **WITCHSEEKERS** (5 or 10 models)

FORMING BOARDING SQUADS

- An **ALLARUS CUSTODIANS** unit can be split into multiple Boarding Squads, each containing 1 model.

RULES ADAPTATIONS

- The **ALLARUS CUSTODIANS** unit loses the From Golden Light ability.
- The **BLADE CHAMPION** model loses the Legacy of Combat ability.
- The **CUSTODIAN GUARD** unit loses the Sentinel Storm ability.
- The **CUSTODIAN WARDENS** unit loses the Resolute Will ability.



ADEPTUS MECHANICUS

If your Faction is **ADEPTUS MECHANICUS**, use the following rules:

MUSTERING A BOARDING PATROL

You can include up to one of the following units:

- **TECH-PRIEST DOMINUS**
- **TECH-PRIEST ENGINEER**
- **TECH-PRIEST MANIPULUS**
- **TECHNOARCHEOLOGIST**

You can include up to one of the following units:

- **SKITARII MARSHAL**

You can include up to three of each of the following units:

- **SKITARII RANGERS** (10 models)
- **SKITARII VANGUARD** (10 models)

You can include up to one of each of the following units:

- **CORPUSCARI ELECTRO-PRIESTS** (5 or 10 models)
- **FULGURITE ELECTRO-PRIESTS** (5 or 10 models)
- **KATAPHRON BREACHERS** (3 models)
- **KATAPHRON DESTROYERS** (3 models)
- **SICARIAN INFILTRATORS** (5 or 10 models)
- **SICARIAN RUSTSTALKERS** (5 or 10 models)

RULES ADAPTATIONS

- For the purpose of the Doctrina Imperative Army Rule, the opponent's deployment zone is considered to be each of their Entry Zones, and your deployment zone is considered to be each of your Entry Zones.
- The **CORPUSCARI ELECTRO-PRIESTS** and **FULGURITE ELECTRO-PRIESTS** units lose the Electro-infusion ability.
- The **SKITARII RANGERS** unit loses the Objective Scouted ability.
- The **TECH-PRIEST DOMINUS** model loses the Data-spike ability.



AGENTS OF THE IMPERIUM

If your Faction is **AGENTS OF THE IMPERIUM**, use the following rules:

MUSTERING A BOARDING PATROL

You can include up to one of the following units:

- **EXACTION SQUAD** (5, 10 or 11 models)
- **INFANTRY INQUISITOR**
- **ROGUE TRADER ENTOURAGE** (4 models)

You can include up to one of the following units:

- **CALLIDUS ASSASSIN**
- **CULEXUS ASSASSIN**
- **EVERSOR ASSASSIN**
- **VINDICARE ASSASSIN**

You can include up to three of each of the following units:

- **INQUISITORIAL HENCHMEN** (4, 5 or 10 models)
- **NAVY BREACHERS** (10 models)
- **SUBDUCTOR SQUAD** (10 or 11 models)
- **VIGILANT SQUAD** (10 or 11 models)
- **VOIDSMEN-AT-ARMS** (5 or 10 models)

FORMING BOARDING SQUADS

- In the Form Boarding Squads step, split any units containing 11 models into two units, one containing 6 models and the other containing 5 models.
- Do not split **VOIDSMEN-AT-ARMS** units into separate units in the Form Boarding Squads step.

RULES ADAPTATIONS

- If it is your **WARLORD**, you can give the **EXACTION SQUAD** unit's Proctor-Exactant model an Enhancement as if it was a **CHARACTER** model.
- If your army contains an **INQUISITOR** model, **INQUISITORIAL HENCHMEN** units gain the **BATTLELINE** keyword.
- You cannot select any of the following to be your **WARLORD**, even if they are the only **CHARACTER** model in your army:
 - **CALLIDUS ASSASSIN**
 - **CULEXUS ASSASSIN**
 - **EVERSOR ASSASSIN**
 - **VINDICARE ASSASSIN**
- The **CALLIDUS ASSASSIN** model loses the Reign of Confusion and Polymorphine abilities.
- The **EVERSOR ASSASSIN** model loses the Sentinel Array ability.
- The **INQUISITORIAL HENCHMEN** unit loses the Acolytes, Mystics, Jokaero and Daemonhost abilities.
- The **NAVY BREACHERS** unit loses the Grenade Belts ability.
- The **ROGUE TRADER ENTOURAGE** unit loses the Warrant of Trade ability.



ASTRA MILITARUM

If your Faction is **ASTRA MILITARUM**, use the following rules:

MUSTERING A BOARDING PATROL

You can include up to one of the following units:

- **CADIAN CASTELLAN**
- **CADIAN COMMAND SQUAD**
- **GAUNT'S GHOSTS**
- **'IRON HAND' STRAKEN**
- **MILITARUM TEMPESTUS COMMAND SQUAD**
- **PLATOON COMMAND SQUAD**
- **URSULA CREED**

You can include up to one of the following units:

- **COMMISSAR**
- **OGRYN BODYGUARD**
- **NORK DEDDOG**
- **PRIMARIS PSYKER**
- **REGIMENTAL ENGINEER**
- **REGIMENTAL PREACHER**
- **SERGEANT HARKER**
- **SLY MARBO**

You can include up to three of each of the following units:

- **CADIAN SHOCK TROOPS** (10 models)
- **CATACHAN JUNGLE FIGHTERS** (10 models)
- **DEATH KORPS OF KRIEG** (10 models)
- **INFANTRY SQUAD** (10 models)
- **TEMPESTUS SCIONS** (5 or 10 models)

You can include up to one of each of the following units:

- **BULLGRYN SQUAD** (3 models)
- **KASRKIN** (10 models)
- **RATLING SNIPERS** (5 models)
- **OGRYN SQUAD** (3 models)

FORMING BOARDING SQUADS

- In the Form Boarding Squads step, you can attach an **OGRYN BODYGUARD** model to a **COMMAND SQUAD** unit as specified in its Loyal Protector rule.
- The following units do not split into separate units in the Form Boarding Squads step:
 - **CADIAN SHOCK TROOPS**
 - **CATACHAN JUNGLE FIGHTERS**
 - **DEATH KORPS OF KRIEG**
 - **INFANTRY SQUAD**

RULES ADAPTATIONS

- The **CADIAN SHOCK TROOPS** unit loses the Shock Troops ability.
- The **GAUNT'S GHOSTS** unit loses the Covert Stealth Team ability.
- The **MILITARUM TEMPESTUS** units lose the Deep Strike ability.
- The **NORK DEDDOG** model loses the Thunderous Head-butt ability.
- The **RATLING SNIPERS** unit loses the Shoot Sharp and Scarper ability.
- The **SLY MARBO** model loses the Like Fighting a Shadow ability.
- The **URSULA CREED** model loses the Tactical Genius ability.



ASURYANI

If your Faction is **ASURYANI**, use the following rules:

MUSTERING A BOARDING PATROL

You can include up to one of the following units:

- **ASURMEN**
- **AUTARCH**
- **AUTARCH WAYLEAPER**
- **BAHARROTH**
- **ELDRAD ULTHRAN**
- **FARSEER**
- **FUEGAN**
- **ILLIC NIGHTSPEAR**
- **JAIN ZAR**
- **KARANDRAS**
- **MAUGAN RA**
- **PRINCE YRIEL**
- **SPIRITSEER**
- **THE VISARCH**
- **YVRAINE**

You can include up to one of the following units:

- **WARLOCK**
- **WARLOCK CONCLAVE** (2 or 4 models)

You can include up to three of each of the following units:

- **CORSAIR VOIDREAVERS** (5 or 10 models)
- **GUARDIAN DEFENDERS** (11 models)
- **STORM GUARDIANS** (11 models)

You can include up to one of each of the following units:

- **CORSAIR VOIDSCARRED** (5 or 10 models)
- **DIRE AVENGERS** (5 or 10 models)
- **FIRE DRAGONS** (5 or 10 models)
- **HOWLING BANSHEES** (5 or 10 models)
- **RANGERS** (5 or 10 models)
- **STRIKING SCORPIONS** (5 or 10 models)
- **WRAITHBLADES** (5 or 10 models)
- **WRAITHGUARD** (5 or 10 models)

You can include up to one of the following units:

- **SWOOPING HAWKS** (5 or 10 models)
- **WARP SPIDERS** (5 or 10 models)

FORMING BOARDING SQUADS

- In the Form Boarding Squads step, **GUARDIAN DEFENDERS** and **STORM GUARDIANS** units are each split into two Boarding Squads, one containing 6 models (including the Heavy Weapon Platform or Serpent's Scale platform) and the other containing the remaining 5 models.

RULES ADAPTATIONS

- At the start of the battle, when making a Strands of Fate roll, you roll nine D6, instead of twelve.
- The **ASURMEN** model loses the Tactical Acumen ability.
- The **BAHARROTH** model loses the Cloudstrider and Deep Strike abilities.
- The **ELDRAD ULTHRAN** model loses the Diviner of Futures ability.
- The **JAIN ZAR** model loses the Whirling Death ability.
- The **PRINCE YRIEL** model loses the Prince of Corsairs ability.
- The **RANGERS** unit loses the Path of the Outcast ability.
- The **SPIRITSEER** model loses the Tears of Isha ability.
- The **STORM GUARDIANS** unit loses the Stormblades ability.
- The **SWOOPING HAWKS** unit loses the Skyleap and Deep Strike abilities.
- The **WARP SPIDERS** unit loses the Flickerjump ability.
- The **WRAITHGUARD** unit loses the War Construct ability.
- The **YVRAINE** model loses the Word of the Phoenix ability.
- The **WARLOCK CONCLAVE** unit loses the Protect ability.



CHAOS DAEMONS

If your Faction is **LEGIONES DAEMONICA**, use the following rules:

MUSTERING A BOARDING PATROL

You can include up to two of the following units (duplicates are not allowed):

- **BLOODMASTER***
- **KARANAK***
- **SKULLTAKER***
- **CHANGECASTER****
- **EXALTED FLAMER****
- **THE CHANGELING****
- **EPIDEMIUS*****
- **POXBRINGER*****
- **SLOPPITY BILEPIPER*****
- **SPOILPOX SCRIVENER*****
- **CONTORTED EPITOME******
- **INFERNAL ENRAPTURESS******
- **THE MASQUE OF SLAANESH******
- **TRANCEWEAVER******

** only if your army includes at least one **BLOODLETTERS** unit.*

*** only if your army includes at least one **HORRORS** unit.*

**** only if your army includes at least one **PLAGUEBEARERS** unit.*

***** only if your army includes at least one **DAEMONETTES** unit.*

You can include up to three of each of the following units:

- **BLOODLETTERS** (10 models)
- **BLUE HORRORS** (10 models)
- **PINK HORRORS** (10 models)
- **PLAGUEBEARERS** (10 models)
- **NURGLINGS** (3 models)
- **DAEMONETTES** (10 models)

You can include up to one of each of the following units:

- **FLESH HOUNDS** (5 models)
- **FLAMERS** (3 models)
- **SCREAMERS** (3 models)
- **BEASTS OF NURGLE** (1 or 2 models)
- **FIENDS** (3 models)

RULES ADAPTATIONS

- For the purpose of the Shadow of Chaos Army Rule, the entire battlefield is considered to be No Man's Land. In addition, each time an enemy unit fails a Battle-shock test, that unit only suffers a single mortal wound from the Daemonic Terror ability, instead of D3.
- The **BEASTS OF NURGLE** unit loses the Grotesque Regeneration ability.
- The **EPIDEMIUS** model loses the Tally of Pestilence ability.
- The **FLESH HOUNDS** unit loses the Pouncing Hunters ability.
- The **INFERNAL ENRAPTURESS** model loses the Harmonic Alignment ability.
- The **PLAGUEBEARERS** unit loses the Infected Outbreak ability.
- The **SCREAMERS** unit loses the Slashing Dive ability.
- The **THE CHANGELING** model loses the Formless Horror ability.



CHAOS SPACE MARINES

If your Faction is **HERETIC ASTARTES**, use the following rules:

MUSTERING A BOARDING PATROL

You can include up to one of the following units:

- **ABADDON THE DESPOILER**
- **CHAOS LORD**
- **CHAOS LORD IN TERMINATOR ARMOUR**
- **CYPHER**
- **DARK APOSTLE**
- **EXALTED CHAMPION**
- **FABIUS BILE**
- **HAARKEN WORLDCLAIMER**
- **HURON BLACKHEART**
- **LUCIUS THE ETERNAL**
- **MASTER OF EXECUTIONS**
- **MASTER OF POSSESSION**
- **SORCERER**
- **SORCERER IN TERMINATOR ARMOUR**
- **WARPSMITH**

You can include up to one of the following units:

- **DARK COMMUNE**
- **TRAITOR ENFORCER**

You can include up to three of each of the following units:

- **ACCURSED CULTISTS*** (8 models)
- **CULTIST MOB*** (10 models)
- **FELLGOR BEASTMEN*** (10 models)
- **LEGIONARIES** (5 or 10 models)
- **TRAITOR GUARDSMEN SQUAD*** (10 models)

** the combined total number of all of these units cannot be more than twice the total number of **LEGIONARIES** units.*

You can include up to one of each of the following units:

- **CHAOS TERMINATOR SQUAD** (5 or 10 models)
- **CHOSEN** (5 or 10 models)
- **NOISE MARINES** (5 or 10 models)

You can include up to one of the following units:

- **CHAOS SPAWN** (2 models)
- **POSSESSED** (5 models)
- **RAPTORS** (5 or 10 models)
- **WARP TALONS** (5 or 10 models)

FORMING BOARDING SQUADS

- The following units do not split into separate units in the Form Boarding Squads step:

- **ACCURSED CULTISTS**
- **CULTISTS MOB**
- **FELLGOR BEASTMEN**
- **TRAITOR GUARDSMEN SQUAD**

RULES ADAPTATIONS

- The **CULTISTS MOB** unit loses the For the Dark Gods ability.
- The **CYPHER** model loses the Agent of Discord ability.
- The **HURON BLACKHEART** model loses the Red Corsairs ability.
- The **FABIUS BILE** unit loses the Enhanced Warriors ability.
- The **LUCIUS THE ETERNAL** model loses the Armour of Shrieking Souls ability.
- The **POSSESSED** unit loses the Unholy Bloodshed ability.
- The **RAPTOR** unit loses the Deep Strike ability.
- The **SORCERER** model loses the Gift of Chaos ability.
- The **TRAITOR ENFORCER** model loses the Brutal Example ability.
- The **WARP TALONS** unit loses the Deep Strike ability.



DEATH GUARD

If your Faction is **DEATH GUARD**, use the following rules:

MUSTERING A BOARDING PATROL

You can include up to one of the following units:

- **CHAOS LORD**
- **LORD OF CONTAGION**
- **LORD OF VIRULENCE**
- **MALIGNANT PLAGUECASTER**
- **SORCERER**
- **TYPHUS**

You can include up to one of the following units:

- **BIOLOGUS PUTRIFIER**
- **DEATH GUARD ICON BEARER**
- **FOUL BLIGHTSPAWN**
- **NOXIOUS BLIGHTBRINGER**
- **PLAGUE SURGEON**
- **TALLYMAN**

You can include up to three of each of the following units:

- **CULTISTS*** (10 models)
- **PLAGUE MARINES** (5 or 10 models)
- **POXWALKERS*** (10 models)

** the combined total number of all of these units cannot be more than twice the total number of **PLAGUE MARINES** units.*

You can include up to one of each of the following units:

- **BLIGHTLORD TERMINATORS** (5 or 10 models)
- **CHAOS SPAWN** (2 models)
- **DEATHSHROUD TERMINATORS** (3 models)

FORMING BOARDING SQUADS

- The following units do not split into separate units in the Form Boarding Squads step:
 - **CULTISTS**
 - **POXWALKERS**

RULES ADAPTATIONS

- The **BIOLOGUS PUTRIFIER** model loses the Explosive Maladies ability.
- The **CHAOS LORD** models lose the Desiccation Conduit ability.
- The **DEATHSHROUD TERMINATORS** unit loses the Silent Bodyguard ability.
- The **PLAGUE SURGEON** model loses the Tainted Narthecium ability.
- The **TALLYMAN** model loses the The Seven-fold Chant ability.
- The **TYPHUS** model loses the The Eater Plague ability.



DRUKHARI

If your Faction is **DRUKHARI**, use the following rules:

MUSTERING A BOARDING PATROL

You can include up to two of the following units (duplicates are not allowed):

- **ARCHON**
- **DRAZHAR**
- **HAEMONCULUS**
- **LELITH HESPERAX**
- **SUCCUBUS**
- **URIEN RAKARTH**

You can include up to three of each of the following units:

- **KABALITE WARRIORS** (10 models)
- **WRACKS** (5 or 10 models)
- **WYCHES** (10 models)

You can include up to one of each of the following units:

- **COURT OF THE ARCHON** (4 models)
- **GROTESQUES** (3 models)
- **INCUBI** (5 or 10 models)
- **MANDRAKES** (5 or 10 models)

RULES ADAPTATIONS

- A Boarding Patrol battle is treated as a Combat Patrol battle for the purpose of determining how many Pain tokens you start the battle with.
- The **ARCHON** model loses the Devious Mastermind ability.
- The **KABALITE WARRIORS** unit loses the Sadistic Raiders ability.
- The **MANDRAKES** unit loses the Fade Away ability.



GENESTEALER CULTS

If your Faction is **GENESTEALER CULTS**, use the following rules:

MUSTERING A BOARDING PATROL

You can include up to one of the following units:

- **ABOMINANT**
- **MAGUS**
- **PATRIARCH**
- **PRIMUS**

You can include up to two of the following units (duplicates are not allowed):

- **ACOLYTE ICONWARD**
- **BIOPHAGUS**
- **CLAMAVUS**
- **KELERMORPH**
- **LOCUS**
- **SANCTUS**

You can include up to three of each of the following units:

- **ACOLYTE HYBRIDS** (5 or 10 models)
- **NEOPHYTE HYBRIDS** (10 models)

You can include up to one of each of the following units:

- **ABERRANTS** (5 or 10 models)
- **HYBRID METAMORPHS** (5 or 10 models)
- **PURESTRAIN GENESTEALERS** (5 or 10 models)

FORMING BOARDING SQUADS

- Do not split **NEOPHYTE HYBRIDS** units into separate units in the Form Boarding Squads step.

RULES ADAPTATIONS

- Each time you set up a Cult Ambush marker, it must be set up wholly within one your Entry Zones that does not already have a Cult Ambush marker within it. If this is not possible, do not set up that Cult Ambush marker.
- The **ABERRANTS** unit loses the Hulking Bodyguards ability.
- The **ACOLYTE ICONWARD** model loses the Summon the Cult ability.
- The **BIOPHAGUS** model loses the Alchemicus Familiar ability.
- The **LOCUS** model loses the Bodyguard ability.
- The **NEOPHYTE HYBRIDS** unit loses the A Plan Generations in the Making ability.
- The **PRIMUS** model loses the Decoys and Misdirection ability.



GREY KNIGHTS

If your Faction is **GREY KNIGHTS**, use the following rules:

MUSTERING A BOARDING PATROL

You can include up to one of the following units:

- **BROTHER-CAPTAIN**
- **BROTHER-CAPTAIN STERN**
- **BROTHERHOOD CHAMPION**
- **BROTHERHOOD CHAPLAIN**
- **BROTHERHOOD LIBRARIAN**
- **BROTHERHOOD TECHMARINE**
- **CASTELLAN CROWE**
- **GRAND MASTER**
- **GRAND MASTER VOLDUS**
- **KALDOR DRAIGO**

You can include up to three of each of the following units:

- **BROTHERHOOD TERMINATOR SQUAD** (5 or 10 models)
- **STRIKE SQUAD** (5 or 10 models)

You can include up to one of each of the following units:

- **INTERCEPTOR SQUAD** (5 or 10 models)
- **PALADIN SQUAD** (5 or 10 models)
- **PURIFIER SQUAD** (5 or 10 models)

RULES ADAPTATIONS

- A Boarding Patrol battle is treated as a Combat Patrol battle for the purpose of determining the maximum number of units you can select for the Teleport Assault rule.
- The **BROTHERHOOD LIBRARIAN** model loses the Vortex of Doom ability.
- The **INTERCEPTOR SQUAD** unit loses the Personal Teleporters ability.
- The **KALDOR DRAIGO** model loses the One With the Warp ability.
- The **STRIKE SQUAD** unit loses the Sanctifying Ritual ability.



HARLEQUINS

If your Faction is **HARLEQUINS**, use the following rules:

MUSTERING A BOARDING PATROL

You can include up to two of the following units (duplicates are not allowed):

- **DEATH JESTER**
- **SHADOWSEER**
- **TROUPE MASTER**

If you do not include any other **CHARACTER** models, you can include one of the following unit:

- **SOLITAIRE**

You can include up to three of the following unit:

- **TROUPE** (5 or 10 models)

RULES ADAPTATIONS

- At the start of the battle, when making a Strands of Fate roll, you roll nine D6, instead of twelve.
- The **SOLITAIRE** model loses the Blitz and Blur of Movement abilities.



LEAGUES OF VOTANN

If your Faction is **LEAGUES OF VOTANN**, use the following rules:

MUSTERING A BOARDING PATROL

You can include up to one of the following units:

- **BRÔKHyr IRON-MASTER**
- **EINHyr CHAMPION**
- **GRIMNyr**
- **KÂHL**
- **ÚTHAR THE DESTINED**

You can include up to three of each of the following units:

- **HEARTHkYN WARRIORS** (5 or 10 models)

You can include up to one of each of the following units:

- **BRÔKHyr THUNDERkYN** (3 models)
- **CTHONIAN BESERKS** (5 or 10 models)
- **EINHyr HEARTHGUARD** (5 or 10 models)

RULES ADAPTATIONS

- The **EINHyr CHAMPION** model loses the Teleport Crest ability.
- The **EINHyr HEARTHGUARD** unit loses the Oathband Bodyguard ability.
- The **HEARTHkYN WARRIORS** unit loses the Luck Has. Need Keeps. Toil Earns ability.
- The **KÂHL** model loses the Teleport Crest ability.



NECRONS

If your Faction is **NECRONS**, use the following rules:

MUSTERING A BOARDING PATROL

You can include up to one of the following units:

- **ANRAKYR THE TRAVELLER**
- **HEXMARK DESTROYER**
- **IMOTEKH THE STORMLORD**
- **LORD**
- **OVERLORD**
- **ROYAL WARDEN**
- **SKORPEKH LORD**
- **TRAZYN THE INFINITE**

You can include up to one of the following units:

- **CHRONOMANCER**
- **ILLUMINOR SZERAS**
- **ORIKAN THE DIVINER**
- **PLASMANCER**
- **PSYCHOMANCER**
- **TECHNOMANCER**

You can include up to three of each of the following units:

- **IMMORTALS** (5 or 10 models)
- **NECRON WARRIORS** (10 models)

You can include up to one of each of the following units:

- **DEATHMARKS** (5 or 10 models)
- **FLAYED ONES** (5 or 10 models)
- **LYCHGUARD** (5 or 10 models)
- **SKORPEKH DESTROYERS** (3 models)

You can include up to one of the following units:

- **OPHYDIAN DESTROYERS** (3 models)
- **TRIARCH PRAETORIANS** (5 or 10 models)
- **SCARAB SWARMS** (3 models)

RULES ADAPTATIONS

- If **ILLUMINOR SZERAS** or a **SKORPEKH LORD** are your **WARLORD**, when setting them up on the battlefield, no other units can be set up within the Entry Zone they are set up in.
- The **ANRAKYR THE TRAVELLER** model loses the Mind in the Machine ability.
- The **CHRONOMANCER** model loses the Chronometron ability.
- The **HEXMARK DESTROYER** model loses the Inescapable Death ability.
- The **IMOTEKH THE STORMLORD** model loses the Grand Strategist and Lord of the Storm abilities.
- The **LYCHGUARD** unit loses the Guardian Protocols ability.
- The **OPHYDIAN DESTROYERS** unit loses the Tunnelling Horrors ability.
- The **PLASMANCER** model loses the Living Lightning ability.
- The **SCARAB SWARMS** unit loses the Self-destruction ability.
- The **TRAZYN THE INFINITE** model loses the Ancient Collector ability.



ORKS

If your Faction is **ORKS**, use the following rules:

MUSTERING A BOARDING PATROL

You can include up to one of the following units:

- **BEASTBOSS**
- **BIG MEK IN MEGA ARMOUR**
- **BIG MEK WITH KUSTOM FORCE FIELD**
- **BIG MEK WITH SHOKK ATTACK GUN**
- **BOSS SNIKROT**
- **BOSS ZAGSTRUK**
- **KAPTIN BADRUKK**
- **MAD DOK GROTSNIK**
- **MEK**
- **PAINBOSS**
- **PAINBOY**
- **WARBOSS**
- **WARBOSS IN MEGA ARMOUR**
- **WEIRDBOY**
- **WURRBOY**
- **ZODGROD WORTSNAGGA**

You can include up to three of each of the following units:

- **BEAST SNAGGA BOYZ** (10 models)
- **BOYZ** (10 models)

You can include up to one of each of the following units:

- **BURNA BOYZ** (5 or 10 models)
- **FLASH GITZ** (5 or 10 models)
- **GRETCHIN** (11 models)
- **KOMMANDOS** (10 models)
- **MEGANOBY** (3 or 6 models)
- **NOBY** (5 or 10 models)
- **STORMBOYZ** (5 or 10 models)

FORMING BOARDING SQUADS

- Do not split **GRETCHIN** units into separate units in the Form Boarding Squads step.
- When splitting a **KOMMANDOS** unit, select one of the resulting Boarding Squads to gain the Distraction Grot token (if equipped with one). The Boarding Squad without the Distraction Grot token loses the Distraction Grot ability.
- In the Form Boarding Squads step, a **MEGANOBY** unit containing 6 models is split into two Boarding Squads, each containing 3 models.

RULES ADAPTATIONS

- The **BIG MEK IN MEGA ARMOUR** model loses the Fix Dat Armour Up ability.
- The **BOSS SNIKROT** model loses the Kunnin' Infiltrator ability.
- The **BOSS ZAGSTRUK** model loses the Deep Strike and Plummeting Descent abilities.
- The **BOYZ** unit loses the Breakin' Heads ability.
- The **KOMMANDOS** unit loses the Sneaky Surprise and Bomb Squig abilities.
- The **NOBY** unit loses the Da Boss' Ladz ability.
- The **STORMBOYZ** unit loses the Deep Strike ability.
- The **WEIRDBOY** model loses the Waaagh! Energy and Da Jump abilities.
- The **WURRBOY** model loses the Waaagh! Energy ability.
- The **ZODGROD WORTSNAGGA** model loses the Special Dose ability.



SPACE MARINES

If your Faction is **ADEPTUS ASTARTES**, use the following rules:

MUSTERING A BOARDING PATROL

You can include up to one of the following units:

- **INFANTRY CHARACTER** (excluding **PACK LEADER** models)
- **PRIMARCH**

You can include up to three of each of the following units:

- **ASSAULT INTERCESSOR SQUAD** (5 or 10 models)
- **BLOOD CLAWS** (10 models)
- **CRUSADER SQUAD** (5 or 10 models)
- **DEATHWATCH VETERANS** (5 or 10 models)
- **GREY HUNTERS** (5 or 10 models)
- **HEAVY INTERCESSOR SQUAD** (5 or 10 models)
- **INTERCESSOR SQUAD** (5 or 10 models)
- **PRIMARIS CRUSADER SQUAD** (10 models)
- **TACTICAL SQUAD** (10 models)

You can include up to one of each of the following units:

- **AGGRESSOR SQUAD** (3 models)
- **ASSAULT SQUAD** (5 or 10 models)
- **BLADEGUARD VETERAN SQUAD** (3 models)
- **CENTURION ASSAULT SQUAD** (3 models)
- **COMMAND SQUAD** (5 models)
- **DEATH COMPANY INTERCESSORS** (5 or 10 models)
- **DEATH COMPANY MARINES** (5 or 10 models)
- **DEATHWATCH TERMINATOR SQUAD** (5 or 10 models)
- **DEATHWING COMMAND SQUAD** (5 or 10 models)
- **DEATHWING KNIGHTS** (5 or 10 models)
- **DEATHWING TERMINATOR SQUAD** (5 or 10 models)
- **HOUNDS OF MORKAI** (5 or 10 models)
- **INCURSOR SQUAD** (5 or 10 models)
- **INFILTRATOR SQUAD** (5 or 10 models)
- **INFERNUS SQUAD** (5 or 10 models)
- **PRIMARIS SWORD BROTHERS** (5 or 10 models)
- **REIVER SQUAD** (5 or 10 models)
- **RELIC TERMINATOR SQUAD** (5 or 10 models)
- **SCOUT SQUAD** (5 or 10 models)
- **SCOUT SNIPER SQUAD** (5 or 10 models)
- **STERNGUARD VETERAN SQUAD** (5 or 10 models)
- **TERMINATOR ASSAULT SQUAD** (5 or 10 models)
- **TERMINATOR SQUAD** (5 or 10 models)
- **VANGUARD VETERAN SQUAD** (5 or 10 models)
- **WOLF GUARD** (5 or 10 models)
- **WOLF GUARD TERMINATORS** (5 or 10 models)
- **WULFEN** (5 or 10 models)

You can include up to one of the following units:

- **ERADICATOR SQUAD** (3 models)
- **HELLBLASTER SQUAD** (5 models)

You can include up to one of the following units:

- **ASSAULT SQUAD WITH JUMP PACKS** (5 or 10 models)
- **DEATH COMPANY MARINES WITH JUMP PACKS** (5 or 10 models)
- **FENRISIAN WOLVES** (5 models)
- **SANGUINARY GUARD** (5 or 10 models)
- **SKYCLAWS** (5 or 10 models)
- **VANGUARD VETERAN SQUAD WITH JUMP PACKS** (5 or 10 models)

RULES ADAPTATIONS

- Each time a model from your army makes an attack that targets the unit you selected for the Oath of Moment Army Rule, you can only re-roll the Hit roll as a result of Oath of Moment, not the Wound roll.
- The **ASSAULT SQUAD WITH JUMP PACKS** unit loses the Deep Strike and Hammer of Wrath abilities.
- The **CHIEF LIBRARIAN TIGURIUS** model loses the Master of Prescience ability.
- The **COMMAND SQUAD** unit loses the Honour or Death ability.
- The **HELLBLASTER SQUAD** unit loses the For the Chapter! ability.
- The **INTERCESSOR SQUAD** unit loses the Objective Secured ability.
- The **JUMP PACK CAPTAIN** model loses the Deep Strike ability.
- The **JUMP PACK CHAPLAIN** model loses the Deep Strike and Exhortation of Rage abilities.
- The **JUMP PACK LIBRARIAN** model loses the Deep Strike ability.
- The **KAYVAAN SHRIKE** model loses the Deep Strike and Echo of the Ravenspire abilities.
- The **LIEUTENANT WITH COMBI-WEAPON** model loses the Evade and Survive ability.
- The **MARNEUS CALGAR** unit loses the Master Tactician ability.
- The **PHOBOS CAPTAIN** model loses the Master of Deceit ability.
- The **PHOBOS LIEUTENANT** model loses the Deep Strike and Shoot and Fade abilities.
- The **PRIMARIS COMPANY CHAMPION** model loses the Honour or Death ability.
- The **PRIMARIS APOTHECARY** model loses the Gene-seed Recovery ability.
- The **REIVER SQUAD** unit loses the Reiver Grav-chute ability.
- The **SCOUT SQUAD** unit loses the Guerrilla Tactics ability.
- The **SKYCLAWS** unit loses the Deep Strike ability.
- The **SICARIUS** model loses the Lightning Assault ability.
- The **STERNGUARD VETERAN SQUAD** unit loses the Bolter Drill ability.
- The **TERMINATOR ASSAULT SQUAD** unit loses the Teleport Homer ability.
- The **TERMINATOR SQUAD** unit loses the Teleport Homer ability.
- The **URIEL VENTRIS** model loses the Master of the Fleet ability.
- The **VANGUARD VETERAN SQUAD WITH JUMP PACKS** unit loses the Deep Strike ability.



DARK ANGELS

RULES ADAPTATIONS

- The **AZRAEL** model loses the Masterful Tactician ability.
- The **BELIAL** model loses the Strikes of Retribution ability.
- The **DEATHWATCH TERMINATOR SQUAD** unit loses the Teleport Homer ability.
- The **DEATHWING COMMAND SQUAD** unit loses the Honour or Death ability.



DEATHWATCH

RULES ADAPTATIONS

- The **WATCH MASTER** model loses the Watch Master ability.



BLOOD ANGELS

RULES ADAPTATIONS

- The **ASTORATH** model loses the Deep Strike ability.
- The **DEATH COMPANY INTERCESSORS** unit loses the Visions of Heresy ability.
- The **DEATH COMPANY MARINES WITH JUMP PACKS** unit loses the Deep Strike ability.
- The **JUMP PACK SANGUINARY PRIEST** model loses the Deep Strike ability.
- The **SANGUINARY GUARD** unit loses the Deep Strike and Heirs of Azkaellon abilities.
- The **THE SANGUINOR** model loses the Deep Strike and Miraculous Saviour abilities.
- The **TYCHO THE LOST** model loses the Death Vision of Sanguinius ability.



SPACE WOLVES

RULES ADAPTATIONS

- The **ARJAC ROCKFIST** model loses the Champion of the Kingsguard ability.
- The **LOGAN GRIMNAR** model loses the The Great Wolf ability.
- The **WOLF GUARD** unit loses the Chosen Companions ability.
- The **WOLF GUARD BATTLE LEADER IN TERMINATOR ARMOUR** model loses the Huskarl to the Jarl ability.



BLACK TEMPLARS

RULES ADAPTATIONS

- The **HIGH MARSHAL HELBRECHT** model loses the High Marshal ability.



T'AU EMPIRE

If your Faction is **T'AU EMPIRE**, use the following rules:

MUSTERING A BOARDING PATROL

You can include up to one of the following units:

- **AUN'SHI**
- **AUN'VA**
- **CADRE FIREBLADE**
- **COMMANDER FARSIGHT**
- **DARKSTRIDER**
- **ETHEREAL**

You can include up to three of each of the following units:

- **BREACHER TEAM** (10 models)
- **KROOT CARNIVORES** (10 models)
- **STRIKE TEAM** (10 models)

You can include up to one of each of the following units:

- **PATHFINDER TEAM** (10 models)
- **TACTICAL DRONES** (4 models)

If your army includes one or more **KROOT CARNIVORES** units, you can include up to one of each the following units:

- **KROOT SHAPER**
- **KROOT HOUNDS** (4, 8 or 12 models)
- **KROOT FARSTALKERS** (12 models)
- **KROOTOX RIDERS** (1, 2 or 3 models)

You can include up to one of the following units:

- **CRISIS BATTLESUITS** (3 models)
- **STEALTH BATTLESUITS** (3 models)
- **VESPID STINGWINGS** (5 models)

FORMING BOARDING SQUADS

- In the Form Boarding Squads step, a **KROOT FARSTALKERS** unit is split into two Boarding Squads, each containing 6 models.
- In the Form Boarding Squads step, a **KROOT HOUNDS** unit is split into multiple Boarding Squads, each containing 4 models.
- Do not split **KROOTOX RIDERS** units into separate units in the Form Boarding Squads step.

RULES ADAPTATIONS

- The **COMMANDER FARSIGHT** model loses the Deep Strike, Way of the Short Blade and Aggressive Offensive abilities.
- The **CRISIS BATTLESUITS** unit loses the Deep Strike and Turbo-jets abilities.
- The **STEALTH BATTLESUITS** unit loses the Homing Beacon ability.
- The **STRIKE TEAM** unit loses the Cover Fire ability.
- The **TACTICAL DRONES** unit loses the Deep Strike ability.
- The **VESPID STINGWINGS** unit loses the Deep Strike and Airborne Agility abilities.



THOUSAND SONS

If your Faction is **THOUSAND SONS**, use the following rules:

MUSTERING A BOARDING PATROL

You can include up to one of the following units:

- **AHRIMAN**
- **EXALTED SORCERER**
- **INFERNAL MASTER**
- **SORCERER**

You can include up to three of each of the following units:

- **CULTISTS*** (10 models)
- **RUBRIC MARINES** (5 or 10 models)
- **TZAANGORS*** (10 models)

** the combined total number of all of these units cannot be more than twice the total number of **RUBRIC MARINES** units.*

You can include up to one of each of the following unit:

- **SCARAB OCCULT TERMINATORS** (5 or 10 models)

FORMING BOARDING SQUADS

- **RUBRIC MARINES** and **SCARAB OCCULT TERMINATORS** units that do not contain an Aspiring Sorcerer or Scarab Occult Sorcerer model after you have formed Boarding Squads lose the **PSYKER** keyword and any Psychic abilities they have.
- The following units do not split into separate units in the Form Boarding Squads step:
 - **CULTISTS**
 - **TZAANGORS**

RULES ADAPTATIONS

- The **CULTISTS** unit loses the Pawns of Fate ability.
- The **EXALTED SORCERER** model loses the Rebind Rubricae ability.



TYRANIDS

If your Faction is **TYRANIDS**, use the following rules:

MUSTERING A BOARDING PATROL

You can include up to one of the following units:

- **BROODLORD**
- **WINGED TYRANID PRIME**

You can include up to three of each of the following units:

- **HORMAGAUNTS** (10 models)
- **TERMAGANTS** (10 models)
- **TYRANID WARRIORS WITH MELEE BIO-WEAPONS** (3 models)
- **TYRANID WARRIORS WITH RANGED BIO-WEAPONS** (3 models)

You can include up to one of each of the following unit:

- **GENESTEALERS** (5 or 10 models)
- **NEUROGAUNTS** (10 models)
- **TYRANT GUARD** (3 models)

You can include up to one of the following units:

- **LICTOR**
- **DEATHLEAPER**
- **RAVENERS** (3 models)
- **RIPPER SWARMS** (3 models)
- **VON RYAN'S LEAPERS** (3 models)

You can include up to one of the following units:

- **VENOMTHROPES** (3 models)
- **ZOANTHROPES** (3 models)

FORMING BOARDING SQUADS

- The following units do not split into separate units in the Form Boarding Squads step:
 - **HORMAGAUNTS**
 - **TERMAGANTS**
 - **NEUROGAUNTS**

RULES ADAPTATIONS

- The **LICTOR** model loses the Pheromone Trail ability.
- The **RAVENERS** unit loses the Death From Below ability.
- The **RIPPER SWARMS** unit loses the Deep Strike ability.
- The **TERMAGANTS** unit loses the Skulking Horrors ability.
- The **TYRANT GUARD** unit loses the Guardian Organism ability.
- The **VON RYAN'S LEAPERS** unit loses the Pouncing Leap ability.
- The **WINGED TYRANID PRIME** model loses the Deep Strike ability.



WORLD EATERS

If your Faction is **WORLD EATERS**, use the following rules:

MUSTERING A BOARDING PATROL

You can include up to one of the following units:

- **KHÂRN THE BETRAYER**
- **MASTER OF EXECUTIONS**

You can include up to three of each of the following units:

- **KHORNE BERZERKERS** (5 or 10 models)
- **JAKHALS*** (10 models)

** the combined total number of all of these units cannot be more than twice the total number of **KHORNE BERZERKERS** units.*

You can include up to one of each of the following unit:

- **EIGHTBOUND** (3 models)
- **EXALTED EIGHTBOUND** (3 models)
- **SPAWN** (2 models)
- **TERMINATOR SQUAD** (5 or 10 models)

FORMING BOARDING SQUADS

- Do not split **JAKHALS** units into separate units in the Form Boarding Squads step.

RULES ADAPTATIONS

- The **KHORNE BERZERKERS** unit loses the Blood Surge ability.
- The **JAKHALS** unit loses the Objective Ravaged ability.
- The **KHÂRN THE BETRAYER** model loses the The Betrayer ability.