

Army Composition Rules

Please use the following guidelines when choosing which units to include in your army.

We require you to field a Battle Forged army and you are not allowed to use an Unbounded Force.

Due to the number of additional rules being released via a large number of different sources, all the detachments, dataslates and units that you wish to include in your army must have at some point been available as a printed version. This rules out digital-only dataslates and books. You are free to use digital versions of books that have been available at some point in the past as a printed version.

You are allowed to include a maximum of 3 detachments in your Army.

You must indicate on your army roster sheet which of your detachments is your Primary Detachment, your warlord must be chosen from your Primary Detachment.

CAD (Combined Arms Detachment)

The main rulebook details two types of detachments that are available to all factions in the game as long as they can fulfil the basic unit requirements. These are the Combined Arms Detachment (CAD) which is the **basic force organisation chart** most players are used to; or the **Allied Detachment** which is a smaller force organisation chart that has various restriction to its use. The main ones being that it cannot be your primary detachment and that it must be a different faction to your primary detachment.

Many different detachments are outlined in various Codexs, supplements or other rulebooks. Each detachment will detail which faction it belongs to and which units you are allowed or required to include when choosing its composition. It will also outline any additional rules that apply to units in the detachment. **Each CAD you include in your army counts as 1 of your three allowed detachments.**

Formations

Various Codexs, Supplements or other rulebooks also give details of formations that you may wish to take. Formations are a special type of detachment that usually require you to choose from a very narrow list of allowed units but grant you extra special rules for doing so. **Each Formation you include in your army counts as 1 of your three allowed detachments.**

Special Detachments

Some of the newer codexs contain special detachments that are formed by taking a selection of other formations and combining them in one large formation. Current examples of these are the Necron Decurion Detachment or the Eldar Craftworld Warhost Detachment and such like. These will be referred to as 'special detachments'

- A- If you choose to take one of these **special detachments it will count as 2 of your three allowed detachment** choices no matter how many formations are included within it.

NOTE: If you decide to take a duplicate of the same auxiliary formation then this counts as an additional detachment which would be your 3rd and last detachment selection. This means you can only duplicate 1 of the formations within the special detachment.

Your selection of up to three different detachments may represent various different factions in the game. Please refer to the table in the main rulebook or the relevant section in the appropriate codex for details of the allied relationships between members of these factions. Remember that the level of alliance rules apply on a unit to unit basis and are not army wide meaning you can have various different states of alliance and their appropriate rules in effect across your army.

Example 1

Richard decides to take his Grey Knights and Imperial Knight along to the tournament. He can fit the iron hands into a normal combined arms detachment

1st detachment – Combined Arms Detachment – Grey Knight – PRIMARY DETACHMENT

2nd detachment- Oathsworn Detachment – Imperial Knight

Example 2

Dan decides to take his Salamanders along to the tournament. He has found several formations that he wants to use.

1st detachment – Gladius Strike Force – PRIMARY DETACHMENT

- Demi Company
- 10th Company Strike Force
- 10th Company Strike Force
- Suppression Force

2nd detachment – 2nd slot for above Gladius Strike Force as this is a ‘special detachment’

3rd detachment – Duplicated auxiliary formation (10th Company Strike Force) in 1st detachment

Example 3

James decides to take his Iron Hands and Imperial Knight along to the tournament. He has found several formations that he wants to use.

1st detachment – Combined Arms Detachment – Iron Hands – PRIMARY DETACHMENT

2nd detachment - Oathsworn Detachment – Imperial Knight

3rd detachment - Suppression Force Formation – Iron Hands

Example 4

John decides to take his Dark Angels and Adeptus Mechanicus along to the tournament. He is using 3 detachments found in their relevant book.

1st detachment – Deathwing Strike Force – Dark Angels – PRIMARY DETACHMENT

2nd detachment – Ravenwing Strike Force – Dark Angels

3rd detachment – Skitarii Maniple - Skitarii

Example 5

Phil decides to take his Tyranids along to the tournament. He is using 3 formations found in their relevant books.

1st detachment – Skytyrant Swarm Formation – Tyranids PRIMARY DETACHMENT

2nd detachment – Skytyrant Swarm Formation – Tyranids

3rd detachment – Neural Node Formation – Tyranids

Example 6

Andy decides to take his Salamanders and Grey Knights along to the tournament. He has found several detachments that he wants to use.

1st detachment – Gladius Strike Force – PRIMARY DETACHMENT

- Demi Company
- Demi Company (not auxiliary so does not count as duplicate so does not use up 3rd detachment)
- 10th Company Strike Force
- Suppression Force

2nd detachment – 2nd slot for above Gladius Strike Force as this is a ‘special detachment’

3rd detachment – Combined Arms Detachment – Grey Knights