WARHAMMER 40,000

BOARDING ACTIONS
MUSTERING RULES 1.0

Welcome to Boarding Actions! Over the course of the *Arks of Omen* series we will be providing a range of adaptations and mustering rules for each faction in the game, as well as a suite of faction-specific bonuses exclu sive to Boarding Action games. However, rather than waiting for all of the *Arks of Omen* books to be released, we have compiled every faction's mustering rules right here, enabling all players to plan ahead with their army-building and play thrilling games of Boarding Actions straight away. Once more unto the breach!

- The Warhammer 40,000 Design Team

ADEPTA SORORITAS

MUSTERING A BOARDING PATROL

When mustering a Boarding Patrol, if your Faction is **ADEPTA SORORITAS**, then the following rules apply when adding units to your Boarding Patrol Detachment, and they take priority over the normal rules for mustering a Boarding Patrol.

- All **<ORDER>** units in your Boarding Patrol must be from the same Order.
- You can include **CULT IMPERIALIS** units.
- You can include up to 3 **CHARACTER** models, but only one of these can have a Wounds characteristic of 5 or more. **EPHRAEL STERN** and **KYGANIL** can still be included, however, despite both models having a Wounds characteristic of 5 or more.
- You can include a **SISTERS REPENTIA** unit if their unit size is either 4 or 9.
- You can include an **ARCO-FLAGELLANTS** unit if its unit size is 3, 5 or 10.
- You can include one Fast Attack slot, but only if it is a **DOMINION SQUAD** unit.
- You cannot include the **TRIUMPH OF SAINT KATHERINE** unit.
- Models in your Boarding Patrol cannot be given the Rapturous Blows Blessing of the Faithful.
- When forming Boarding Squads, if a **SISTERS REPENTIA** unit has a unit size of 9, split the unit into one containing 4 models and another containing 5 models.

RULES ADAPTATIONS

There are no additional rules adaptations that apply to Adepta Sororitas rules found in *Codex: Adepta Sororitas*.

ADEPTUS CUSTODES

MUSTERING A BOARDING PATROL

When mustering a Boarding Patrol, if your Faction is **ADEPTUS CUSTODES,** then the following rules apply when adding units to your Boarding Patrol Detachment, and they take priority over the 'mustering a Boarding Patrol' rules.

- All **<SHIELD HOST>** units in your Boarding Patrol must be from the same Shield Host.
- You can include one Fast Attack slot, but only if it is a **WITCHSEEKERS** unit.
- You can include a **CUSTODIAN WARDENS** unit if its Starting Strength is 3 or 6 models. When forming Boarding Squads, if a **CUSTODIAN WARDENS** unit has a unit size of 6, split it into two units containing 3 models each.
- You can include an **ALLARUS CUSTODIANS** unit if its Starting Strength is 1, 2 or 3 models. When forming Boarding Squads, you can choose to split an **ALLARUS CUSTODIANS** unit into multiple units, each containing 1 model.
- You can only add a **KNIGHT-CENTURA** model if your Boarding Patrol Detachment includes at least one other **ANATHEMA PSYKANA** unit.
- You cannot upgrade a model in your army to have the Unstoppable Destroyer Captain-Commander ability.

RULES ADAPTATIONS

If your Faction is **ADEPTUS CUSTODES**, then the following rules adaptations apply to Adeptus Custodes rules found in *Codex: Adeptus Custodes*.

- When a **PSYKER** unit takes a Psychic test, the total is only affected by units with the Daughters of the Abyss rule that are visible to that **PSYKER** unit.

Note that Trajann Valoris' Captain-General rule does not allow him to gain any Enhancements.

ADEPTUS MECHANICUS

MUSTERING A BOARDING PATROL

When mustering a Boarding Patrol, if your Faction is **Adeptus Mechanicus**, then the following rules apply when adding units to your Boarding Patrol Detachment, and they take priority over the normal rules for mustering a Boarding Patrol.

- All **<Forge World>** units in your Boarding Patrol must be from the same forge world.
- You can include one and no more than one unit of **Kataphron Breachers**.
- You can include one and no more than one unit of **Kataphron Destroyers**.
- You can only add one **Servitors** unit if your Boarding Patrol Detachment includes at least one **Tech Priest**.
- You cannot include a **Cybernetica Datasmith**.

RULES ADAPTATIONS

If your Faction is **Adeptus Mechanicus**, then the following rules adaptations apply to Adeptus Mechanicus rules found in *Codex: Adeptus Mechanicus*.

- The Doctrina Imperatives ability (see *Codex: Adeptus Mechanicus*) only applies if your **Warlord** is a **Skitarii Marshal** model.
- The Canticles of the Omnissiah ability (see *Codex: Adeptus Mechanicus*) only applies if your **Warlord** is a **Tech Priest** model or has the Masters of the Forge dogma.
- When an enemy model makes a ranged attack at a unit with the Shroud Protocols dogma, that unit is treated as having the benefits of cover against that attack if the attacking model is more than 6" away from its target.

AGENTS OF THE IMPERIUM

MUSTERING A BOARDING PATROL

When mustering a Boarding Patrol, if your Faction is **Agents of the Imperium**, then the following rules apply when adding units to your Boarding Patrol Detachment, and they take priority over the 'mustering a Boarding Patrol' rules.

- All **<Ordo>** units in your Boarding Patrol must be from the same Ordo.
- If you include an **Inquisitor** model:
  - You can include **Inquisition** units, even though they do not have the **Agents of the Imperium** keyword.
  - You can include up to 3 **Inquisition Character** models, but only one of them can be an **Inquisitor** model.
  - **Acolyte** units can only be taken at a unit size of 5 models and are considered to have the Troops Battlefield Role.
- You can include an **Officio Assassinorum** model, regardless of how many other **Character** models your Boarding Patrol contains, but it cannot be your **Warlord**.
- When mustering your Boarding Patrol, select one of the following: **Acolyte** units; **Navis Imperialis** Troops units; **Adeptus Arbites** Troops units. The selected units from your army gain the Objective Secured ability (see the Warhammer 40,000 Core Book).
- When forming Boarding Squads, do not split **Voidsmen-at-Arms** units into separate units.

RULES ADAPTATIONS

If your Faction is **Agents of the Imperium**, then the following rules adaptations apply.

- **Daemonhost** models lose the Daemonic Power ability and instead add 1 to their Strength and Attacks characteristics.
- When you deploy an **Inquisition** unit (excluding **Daemonhost** units) in an Entry Zone, you can deploy a friendly **Jokaero Weaponsmith** unit in that Entry Zone as well.
- If your Boarding Patrol does not include any **Character** models (other than **Officio Assassinorum** models) but does include an **Exaction Squad** unit, you can give an Enhancement to that unit's Proctor-Exactant model as if it was a **Character** model.
- **Officio Assassinorum**, **Jokaero Weaponsmith** and **Daemonhost** models cannot be given Enhancements.
- **Officio Assassinorum** models with the Independent Operative and Polymorphine abilities lose those abilities for the battle and gain the following ability instead: '**Infiltrating Assassin:** Before the battle, in the Deploy Armies step, when setting up this model in an Entry Zone, you can set it up anywhere on the battlefield wholly within 6" of that Entry Zone.'

ASTRA MILITARUM

MUSTERING A BOARDING PATROL

When mustering a Boarding Patrol, if your Faction is **Astra Militarum**, then the following rules apply when adding units to your Boarding Patrol Detachment, and they take priority over the normal rules for mustering a Boarding Patrol.

- You can include up to three **Character** models, but only one of these can have a Wounds characteristic of 5 or more.
- **Attaché** models can be added to **Command Squad** units to increase their unit size above 5, but no more than one **Attaché** model can be added to each **Command Squad**. When forming Boarding Squads, do not split such a unit into separate units.
- You can only add one **Munitorum Servitors** unit if your Boarding Patrol Detachment includes an **Enginseer** model.
- When forming Boarding Squads, do not split **Infantry Squad** units into separate units.

RULES ADAPTATIONS

If your Faction is **Astra Militarum**, then the following rules adaptations apply to Astra Militarum rules found in *Codex: Astra Militarum*.

- The Recon Operators Regimental Doctrine is changed to: 'At the start of the first battle round, one unit with this Regimental Doctrine that has every model within one of your Entry Zones can make a Normal Move of up to 6".'
- The *Psychic Maelstrom* psychic power has a warp charge value of 8.
- Models with the Aerial Drop ability lose that ability for the battle.

ASURYANI AND YNNARI

MUSTERING A BOARDING PATROL

When mustering a Boarding Patrol, if your Faction is **Asuryani** or **Ynnari**, then the following rules apply when adding units to your Boarding Patrol Detachment, and they take priority over the normal rules for mustering a Boarding Patrol.

- All **<Craftworld>** units in your Boarding Patrol must be from the same craftworld.
- You can include one Heavy Support slot, but only if it is a **Dark Reapers** unit.
- **Storm Guardian** and **Guardian Defender** units can include Serpent's Scale Platform or Heavy Weapons Platform models as normal, even though this would mean the unit has a Starting Strength of 11. When forming Boarding Squads for such a unit, split it into one unit containing 6 models and another containing 5.
- A **Warlocks** unit can have a Starting Size of between 1 and 5 models, and the rule requiring such a unit to be taken at its minimum size does not apply.
- You can only upgrade one **Aspect Warriors** unit in your army to have an Exarch Power.
- Models with the Favoured of Khaine ability cannot be given Enhancements.
- Units cannot have the Hunters of Ancient Relics Craftworld Attribute.
- You cannot include any **Harlequins** units.

RULES ADAPTATIONS

If your Faction is **Asuryani** or **Ynnari**, then the following rules adaptations apply to Aeldari rules found in *Codex: Aeldari*.

- Models cannot make Battle Focus moves.
- **Phoenix Lord** models cannot perform the Secure Site action (see *Arks of Omen: Abaddon*).
- When an enemy model makes a ranged attack at a unit with a gloom field or the Fieldcraft or Masters of Concealment Craftworld Attributes, that unit is treated as having the benefits of cover against that attack if the attacking model is more than 6" away from its target.
- When determining the number of dice to retain for the Strands of Fate ability, a Boarding Action game is treated as the same battle size as a Combat Patrol game.
- When an enemy unit is selected as the target of a charge by a unit containing models equipped with a Howling Banshee mask or Terror's Lament, if that enemy unit is Set to Defend, then it is no longer in that state.
- The *Executioner* psychic power has a warp charge value of 9.

CHAOS DAEMONS

MUSTERING A BOARDING PATROL

When mustering a Boarding Patrol, if your Faction is **Legiones Daemonica**, then the following rules apply when adding units to your Boarding Patrol Detachment, and they take priority over the normal rules for mustering a Boarding Patrol.

- You can include one Fast Attack slot, but only if it is a **Flesh Hounds** unit.
- **Flamer** units can be included in a Boarding Patrol Detachment even though they have the **Fly** keyword, but an **Exalted Flamer** model cannot have an Enhancement.
- When forming Boarding Squads, do not split **Blue Horrors** units into separate units.

RULES ADAPTATIONS

If your Faction is **Legiones Daemonica**, then the following rules adaptations apply to Legiones Daemonica rules found in *Codex: Chaos Daemons*.

- All models lose the **Fly** keyword (if they have it) while they are on the battlefield.
- A **Horror** model splitting can increase the size of that model's Boarding Squad above its starting size.
- Each time you use the Descending Shadow Warp Storm effect, subtract 1 from an attack's hit roll if the attacking model is more than 6" away, instead of 12".
- You cannot use the Malicious Misdirection Warp Storm effect.
- The Burning Terror Warp Storm effect costs 5 Warp Storm points.
- The Wave of Sickness Warp Storm effect costs 4 Warp Storm points.
- The *Bolt of Change* psychic power has a warp charge value of 9.
- The *Infernal Gateway* psychic power has a warp charge value of 10.

CHAOS SPACE MARINES

MUSTERING A BOARDING PATROL

When mustering a Boarding Patrol, if your Faction is **Traitoris Astartes**, then the following rules apply when adding units to your Boarding Patrol Detachment, and they take priority over the normal rules for mustering a Boarding Patrol.

- All **<Legion>** units in your Boarding Patrol must be from the same Legion.
- You can include one Fast Attack unit, but only if it is a **Chaos Spawn** unit.
- You can include up to two HQ units and up to two **Character** models, but only if one of them is a **Dark Commune** unit.
- You can include more **Cultists** units than **Traitoris Astartes Core Infantry** units, but no more than twice as many **Cultists** units as you have **Traitoris Astartes Core Infantry** units.
- You cannot include more than one model equipped with a balefire tome (see the Legionaries datasheet in *Codex: Chaos Space Marines*).
- If you include a **Traitoris Astartes Possessed** unit, it can only have a Starting Strength of 5 models – additional models cannot be added to it.
- When forming Boarding Squads, do not split **Cultist Mob** units into separate units.
- **Accursed Cultists** units must form Boarding Squads. When they do so, split the unit so all the Mutants are in one unit, and all the Torments are in the other unit.

RULES ADAPTATIONS

If your Faction is **Traitoris Astartes**, then the following rules adaptations apply to Chaos Space Marines rules found in *Codex: Chaos Space Marines*.

- When an enemy model makes a ranged attack that targets a unit with the Masters of Duplicity Legion Trait, if the attacking model is more than 6" away from that target unit, that target unit is treated as having the benefits of cover against that attack.
- The *Warptime* psychic power has a warp charge value of 9.
- The *Possession* psychic power has a warp charge value of 8.

DEATH GUARD

MUSTERING A BOARDING PATROL

When mustering a Boarding Patrol, if your Faction is **Death Guard**, then the following rules apply when adding units to your Boarding Patrol Detachment, and they take priority over the normal rules for mustering a Boarding Patrol.

- All **<Plague Company>** units in your Boarding Patrol must be from the same Plague Company.
- You can include up to 2 **Character** models, but only if at least one of them is a **Foetid Virion** unit.
- You can include one Fast Attack slot, but only if it is a **Chaos Spawn** unit.
- You cannot include more than one unit of **Cultists** and the combined total number of **Cultists** and **Poxwalkers** units cannot exceed the number of **Plague Marines** units.
- Models in your Boarding Patrol cannot be given the Unstable Sickness or Viscous Death Deadly Pathogens.
- When forming Boarding Squads, do not split **Cultists** or **Poxwalkers** units into separate units.

RULES ADAPTATIONS

If your Faction is **Death Guard**, then the following rules adaptations apply to Death Guard rules found in *Codex: Death Guard*.

- A **Death Guard Chaos Spawn** model has a Toughness characteristic of 6 and the Disgustingly Resilient ability.

DRUKHARI

MUSTERING A BOARDING PATROL

When mustering a Boarding Patrol, if your Faction is **Drukhari**, then the following rules apply when adding units to your Boarding Patrol Detachment, and they take priority over the normal rules for mustering a Boarding Patrol.

- All **<Kabal>** units in your Boarding Patrol must be from the same kabal.
- All **<Wych Cult>** units in your Boarding Patrol must be from the same Wych Cult.
- All **<Haemonculus Coven>** units in your Boarding Patrol must be from the same Haemonculus Coven.
- You can include one Fast Attack slot, but only if it is a **Clawed Fiends** or **Khymerae** unit. You can include this unit in a **Drukhari** Boarding Patrol Detachment even though it cannot include a **Beastmaster**.
- You can only include a **Court of the Archon** unit if it contains exactly 1 Lhamaean model, 1 Medusae model, 1 Sslyth model and 1 Ur-Ghul model.
- You cannot upgrade any models in your army to have a Lords of Commorragh upgrade.
- Units cannot have the Agile Hunters Cult Obsession.

RULES ADAPTATIONS

If your Faction is **Drukhari**, then the following rules adaptations apply to Drukhari rules found in *Codex: Drukhari*.

- If a Drukhari Boarding Patrol Detachment contains one **Kabalite Warriors** unit, one **Wyches** unit and one **Wracks** unit, then all units (excluding **Blades for Hire** units, unless otherwise specified) in that Detachment gain a relevant Drukhari Obsession and, if your **Warlord** is an **Archon** model, its Overlord ability is replaced with the Raid Mastermind ability.
- While on the battlefield, **Mandrake** models lose the Fade Away ability.
- **Drukhari Beast** units cannot perform the Operate Hatchway action and their Beasts of the Arena ability does not apply.
- The Speed of the Kill Obsession cannot allow an Advance roll to go above 6.
- Models with the Acrobatic Display Obsession cannot use that Obsession to move through Walls or closed Hatchways.

GENESTEALER CULTS

MUSTERING A BOARDING PATROL

When mustering a Boarding Patrol, if your Faction is **GENESTEALER CULTS**, then the following rules apply when adding units to your Boarding Patrol Detachment, and they take priority over the normal rules for mustering a Boarding Patrol.

- All **<CULT>** units in your Boarding Patrol must be from the same Cult.
- You can include up to 3 **CHARACTER** models, but only one of these can have a Wounds characteristic of 5 or more.
- Units in your Boarding Patrol cannot be given Proficient Planning upgrades.
- You cannot include **BROOD BROTHERS** units in your Boarding Patrol.
- When forming Boarding Squads, do not split **NEOPHYTE HYBRIDS** units into separate units.

RULES ADAPTATIONS

If your Faction is **GENESTEALER CULTS**, then the following rules adaptations apply to Genestealer Cults rules found in *Codex: Genestealer Cults*.

- Each time a unit from your army summons the cult, halve the number of models added back to that unit, rounding up. In addition, each unit from your army cannot summon the cult more than once.
- Units lose the Conceal rule and your Boarding Patrol gains the following rule:

   Concealed Ambush: Before the battle, in the Deploy Armies step, your opponent must set up their entire Boarding Patrol before you set up yours. If both players Boarding Patrols have this rule, each player sets up their units as normal.

- Walls are considered to have the Obscuring terrain trait for the purpose of determining if a target is Exposed.
- When an enemy model makes a ranged attack against a unit with the Subterranean Ambushers Cult Creed or Naturalised Camouflage biomorphology, that unit is treated as having the benefits of cover against that attack if the attacking model is more than 6" away from its target.
- The *Mental Onslaught* psychic power has a warp charge value of 7.

GREY KNIGHTS

MUSTERING A BOARDING PATROL

When mustering a Boarding Patrol, if your Faction is **GREY KNIGHTS**, then the following rules apply when adding units to your Boarding Patrol Detachment, and they take priority over the normal rules for mustering a Boarding Patrol.

- All **<BROTHERHOOD>** units in your Boarding Patrol must be from the same Brotherhood.
- You can include one Fast Attack unit, but only if it is an **INTERCEPTOR SQUAD** unit.
- You can only add one **SERVITORS** unit if your Boarding Patrol Detachment includes a **BROTHERHOOD TECHMARINE** model.
- You cannot upgrade any models in your army to have any Wisdom of the Prognosticars upgrades.

RULES ADAPTATIONS

If your Faction is **GREY KNIGHTS**, then the following rules adaptations apply to Grey Knights rules found in *Codex: Grey Knights*.

- Models in **INTERCEPTOR SQUAD** units have a Move characteristic of 6" while they are on the battlefield.
- The Personal Teleporters ability of **INTERCEPTOR SQUAD** units is changed to: 'Once per battle, models in this unit can use their teleporters to make a Normal Move. If they do so, until that move is finished, models in this unit can move horizontally through models and terrain features as if they were not there (they cannot finish this move on top of another model or its base, or within Engagement Range of any enemy models).
- When an enemy model makes a ranged attack that targets a **GREY KNIGHTS** unit from your army while the Tide of Shadows is dominant for your army, if the attacking model is more than 6" away from that target unit, that target unit is treated as having the benefits of cover against that attack.
- You cannot attempt to manifest *Fatal Precognition*, *Fires of Covenant* or any of the Witchfire psychic powers from the Sanctic discipline more than once each per battle round.
- The *Gate of Infinity* psychic power has a warp charge value of 11.
- The *Vortex of Doom* psychic power has a warp charge value of 10.

HARLEQUINS

MUSTERING A BOARDING PATROL

When mustering a Boarding Patrol, if your Faction is **Harlequins**, then the following rules apply when adding units to your Boarding Patrol Detachment, and they take priority over the normal rules for mustering a Boarding Patrol.

- All **<Saedath>** units in your Boarding Patrol must be from the same saedath.
- If you choose not to include a **Solitaire** model, then you can include up to 2 HQ slots, and you can include up to 2 **Harlequins Character** models.
- You can only upgrade one **Harlequins Character** model to have a Pivotal Role.
- **Solitaire** models cannot be given an Enhancement or upgraded to have a Pivotal Role.

RULES ADAPTATIONS

If your Faction is **Harlequins**, then the following rules adaptations apply to Aeldari rules found in *Codex: Aeldari*.

- Models with the Harlequin's Panoply ability cannot use that ability to move through Walls or closed Hatchways.
- While on the battlefield, the **Solitaire** model loses the Blitz ability.
- When a unit is hit by an attack made by a **Death Jester** model with the Lord of Crystal Bones Pivotal Role, if that unit is Set to Defend or has Set Overwatch, then it is no longer in either of those states.
- When determining the number of Luck re-rolls a player gains from the Luck of the Laughing God ability, a player can only gain them from a Luck of the Laughing God roll, they do not gain any based on the battle size.
- The *Twilight Pathways* psychic power has a warp charge value of 8.
- The *Mirror of Minds* psychic power has a warp charge value of 9.
- The *Webway Dance* psychic power has a warp charge value of 6.

LEAGUES OF VOTANN

MUSTERING A BOARDING PATROL

When mustering a Boarding Patrol, if your Faction is **Votann**, then the following rules apply when adding units to your Boarding Patrol Detachment, and they take priority over the 'mustering a Boarding Patrol' rules.

- All **<League>** units in your Boarding Patrol must be from the same League.
- You can include one Heavy Support slot, but only if it is a **Thunderkyn** unit.
- You cannot upgrade a **Brôkhyr Iron-master** unit to be a **Brôkhyr Forge-master** unit.

RULES ADAPTATIONS

If your Faction is **Votann**, then the following rules adaptations apply to Leagues of Votann rules found in *Codex: Leagues of Votann*.

- Enemy units do not gain Judgement tokens from completing the Set Overwatch, Set to Defend or Operate Hatchway actions.
- The Multiwave Comms Array wargear changes its rules to: 'The bearer's unit gains the **Comms** keyword. While a friendly **Kâhl** model is on the battlefield, the bearer's unit is considered to be within range of that model's Kindred Hero aura ability.'
- When resolving the *Crushing Contempt* psychic power, if the result of the roll is greater than or equal to the Leadership characteristic of the enemy unit, if that unit has Set Overwatch or is Set to Defend, then it is no longer in either of those states.

NECRONS

MUSTERING A BOARDING PATROL

When mustering a Boarding Patrol, if your Faction is **NECRONS**, then the following rules apply when adding units to your Boarding Patrol Detachment, and they take priority over the normal rules for mustering a Boarding Patrol.

- All **<DYNASTY>** units in your Boarding Patrol must be from the same dynasty.
- You can include up to 2 HQ slots, and you can include up to 2 **CHARACTER** models, but only if one of them is a **CRYPTEK** model (excluding named characters).
- You can add **CRYPTEK** units even if they have the **FLY** keyword.
- You can include one Fast Attack slot, but only if it is a **CANOPTEK SCARAB SWARMS** unit (even though it has the **FLY** keyword) or an **OPHYDIAN DESTROYERS** unit.
- You can only add one **CRYPTOTHRALLS** unit if your Boarding Patrol Detachment includes at least one **CRYPTEK** unit.
- You can only add one **CANOPTEK PLASMACYTE** unit, and only if your Boarding Patrol Detachment includes at least one **DESTROYER CULT** unit.
- Models in your Boarding Patrol cannot be given the Atavindicator, Metalodermal Tesla Weave or Quantum Orb Cryptek Arkana.

RULES ADAPTATIONS

If your Faction is **NECRONS**, then the following rules adaptations apply to Necrons rules found in *Codex: Necrons*.

- All models lose the **FLY** keyword (if they have it) while they are on the battlefield.
- When a model translocates using the Translocation Beams dynastic code, it can move across models as if they were not there but it cannot move across terrain, such as Walls and closed Hatchways.
- If any units from your army have the Aggresively Territorial dynastic code or the Eternal Conquerers dynastic tradition,instead of all of those units gaining the Objective Secured ability, each **INFANTRY** model in such a unit counts as one additional model when determining control of an objective marker.
- If any units from your army have the Relentlessly Expansionist circumstance of awakening, rather than all units with it making a Normal Move at the start of the battle, you select one of those units that is within one of your Entry Zones at the start of the battle to make a Normal Move of up to 6" instead.
- When you deploy a **DESTROYER CULT** unit (excluding **SKORPEKH LORD** units) in an Entry Zone, you can deploy a friendly **CANOPTEK PLASMACYTE** unit in that Entry Zone as well.
- If a **SKORPEKH LORD** model is your **WARLORD**, each time you set up another unit from your army on the battlefield, you cannot set your **WARLORD** up sharing its Entry Zone alongside that unit.
- **FLAYED ONES** gain the following ability:

  Lurking Horrors: Each time an attack is made against this unit, subtract 1 from that attack's hit roll.

ORKS

MUSTERING A BOARDING PATROL

When mustering a Boarding Patrol, if your Faction is **ORKS**, then the following rules apply when adding units to your Boarding Patrol Detachment, and they take priority over the normal rules for mustering a Boarding Patrol.

- All **<CLAN>** units in your Boarding Patrol must be from the same Clan.
- You can include up to two **CHARACTER** models, but only if one of them is a **RUNTHERD** model. You cannot include more than one **RUNTHERD CHARACTER** model.
- You can only include one **GRETCHIN** unit. When forming Boarding Squads, do not split a **GRETCHIN** unit into separate units.
- You can include one Heavy Support unit, but only if it is a **FLASH GITZ** unit.
- You can include up to two units of **MEGANOBZ** in your army.
- You can only upgrade one model in your army to have a Kustom Job.

RULES ADAPTATIONS

If your Faction is **ORKS**, then the following rules adaptations apply to Orks rules found in *Codex: Orks*.

- The Throat Slittas ability that **KOMMANDOS** units have only applies while the attacking unit is within 1" of an open Hatchway or if it has used a distraction grot.
- Each time an enemy model makes a ranged attack that targets a unit with the Taktiks kultur, if the attacking model is more than 6" away from that target unit, that target unit is treated as having the benefits of cover against that attack.
- If any units from your army have the Lucky Blue Gitz kultur, instead of all **INFANTRY** units with that kultur gaining the Objective Secured ability, each **INFANTRY** model in such a unit counts as one additional model when determining control of an objective marker.
- Each time an attack made with a tankhammer misses the target, the bearer is destroyed and its unit suffers D3 mortal wounds.
- When you deploy a **GRETCHIN** unit in an Entry Zone, you can deploy a friendly **RUNTHERD** unit in that Entry Zone as well.
- The *Da Jump* psychic power has a warp charge value of 11.

SPACE MARINES

MUSTERING A BOARDING PATROL

When mustering a Boarding Patrol, if your Faction is **ADEPTUS ASTARTES**, then the following rules apply when adding units to your Boarding Patrol Detachment, and they take priority over the normal rules for mustering a Boarding Patrol.

- All **<CHAPTER>** units in your Boarding Patrol must be from the same Chapter.
- You can include one Lord of War unit, but only if it is a **PRIMARCH** unit.
- You can include one Fast Attack unit, but only if it is an **ASSAULT SQUAD** unit that is not equipped with jump packs or a **FENRISIAN WOLVES** unit. If you include a **FENRISIAN WOLVES** unit, it can only have a Starting Strength of 5 models – additional models cannot be added to it.
- You can include one Heavy Support unit, but only if it is a **HELLBLASTER SQUAD** or an **ERADICATOR SQUAD** unit. If you include a **HELLBLASTER SQUAD** unit, it can only have a Starting Strength of 5 models – additional models cannot be added to it.
- You can only add one **COMPANY VETERANS** unit if your Boarding Patrol Detachment includes at least one **CAPTAIN** model. This unit must have a Starting Strength of 5 models.
- You can only add one **SERVITORS** unit if your Boarding Patrol Detachment includes a **TECHMARINE** model.

RULES ADAPTATIONS

If your Faction is **ADEPTUS ASTARTES**, then the following rules adaptations apply to Space Marines rules found in *Codex: Space Marines* and *Codex: Space Wolves*.

- The Combat Squads rule does not apply. Instead, units split by forming Boarding Squads.
- When an enemy model makes a ranged attack that targets a unit with the Shadow Masters or Stealthy Chapter Tactics, if the attacking model is more than 6" away from that target unit, that target unit is treated as having the benefits of cover against that attack.
- **FENRISIAN WOLVES** units cannot perform actions.
- Models with the Outflank ability lose that ability for the battle.

T'AU EMPIRE

MUSTERING A BOARDING PATROL

When mustering a Boarding Patrol, if your Faction is **T'AU EMPIRE**, then the following rules apply when adding units to your Boarding Patrol Detachment, and they take priority over the normal rules for mustering a Boarding Patrol.

- All **<SEPT>** units in your Boarding Patrol must be from the same sept.
- You can upgrade an **ETHEREAL** to have a hover drone, even though it has the **FLY** keyword.
- You can include one **STEALTH BATTLESUIT**, **FARSIGHT** or **CRISIS** unit, even though they have the **FLY** and **JET PACK** keywords.
- You can include one Fast Attack slot, but only if it is a **PATHFINDER TEAM** or **TACTICAL DRONES** unit (even though it has the **FLY** keyword).
- You cannot include Support Turret or **DRONE** models (unless they are in a **TACTICAL DRONES** unit).
- You can only add **KROOT** units if your Boarding Patrol Detachment includes at least one **KROOT CARNIVORES** unit. If you do so, you can include one unit of **KROOTOX RIDERS**, even though it has the **CAVALRY** keyword, and it can contain up to 3 models.
- You cannot upgrade any models in your army to have any Prototype System upgrades.
- When forming Boarding Squads, do not split **KROOT** units into separate units.

*Note that you can still include **KROOT HOUNDS** units using the **KROOT CARNIVORE** unit's Kroot Pack ability, as they do not take up a Battlefield Role slot.*

RULES ADAPTATIONS

If your Faction is **T'AU EMPIRE**, then the following rules adaptations apply to T'au Empire rules found in *Codex: T'au Empire*.

- **KROOT HOUND** units cannot perform actions (including the Operate Hatchway action).
- Models with the **FLY** keyword lose it while they are on the battlefield and have a Move characteristic of 6".
- Models with the Manta Strike ability lose that ability for the battle.
- When an enemy model makes a ranged attack at a unit with the Masters of Urban Warfare or Camouflage Experts Sept Tenets, that unit is treated as having the benefits of cover against that attack if the attacking model is more than 6" away from its target.
- For the purpose of the Strike Fast tenet, your Entry Zones are considered your deployment zone.
- **COMMANDER FARSIGHT** has an Attacks characteristic of 3.

THOUSAND SONS

MUSTERING A BOARDING PATROL

When mustering a Boarding Patrol, if your Faction is **Thousand Sons**, then the following rules apply when adding units to your Boarding Patrol Detachment, and they take priority over the 'mustering a Boarding Patrol' rules.

- All **<Great Cult>** units in your Boarding Patrol must be from the same Great Cult.
- You can include one Fast Attack slot, but only if it is a **Chaos Spawn** unit.
- You cannot include more than one unit of **Cultists** and the combined total number of **Cultists** and **Bray** units cannot exceed the number of **Rubric Marines** units.
- You cannot upgrade any models in your army to have any Legion Command upgrades.

RULES ADAPTATIONS

If your Faction is **Thousand Sons**, then the following rules adaptations apply to Thousand Sons rules found in *Codex: Thousand Sons*.

- **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 lose the Sorcerous Master ability.
- A **Thousand Sons Chaos Spawn** unit has the following ability: '**Fated Mutation:** Each time this unit is selected to fight, you do not need to roll to determine which Mutated Beyond Reason ability applies. Simply pick the result you wish to apply for the duration of that fight.'
- The *Malevolent Charge* Cabbalistic Ritual costs 5 Cabal points.
- For the purposes of the *Warp Reality* psychic power, only open Hatchways are considered to be terrain features.
- The *Sorcerous Facade* psychic power has a warp charge value of 11.
- The *Baleful Devolution* psychic power has a warp charge value of 9.
- The *Dark Blessing* psychic power has a warp charge value of 9.
- The *Temporal Surge* psychic power has a warp charge value of 9.

TYRANIDS

MUSTERING A BOARDING PATROL

When mustering a Boarding Patrol, if your Faction is **Hive Tendril**, then the following rules apply when adding units to your Boarding Patrol Detachment, and they take priority over the normal rules for mustering a Boarding Patrol.

- All **<Hive Fleet>** units in your Boarding Patrol must be from the same hive fleet.
- **Neurothrope**, **Zoanthropes** and **Venomthropes** units can be included in a Boarding Patrol Detachment even though they have the **Fly** keyword.
- You cannot include both a **Zoanthropes** and a **Venomthropes** unit.
- You can only include one **Lictor** unit.
- You can include one Fast Attack slot, but only if it is a **Ripper Swarms** unit.
- When forming Boarding Squads, do not split **Termagants** or **Hormagaunts** units into separate units.

RULES ADAPTATIONS

If your Faction is **Hive Tendril**, then the following rules adaptations apply to Tyranids rules found in *Codex: Tyranids*.

- All models lose the **Fly** keyword (if they have it) while they are on the battlefield.
- You can measure through Walls and closed Hatchways when determining if:
  ○ A unit is within 6" of another friendly model for the purposes of the Synapse rule or any Synaptic Imperative abilities.
  ○ A unit is within Synaptic Link range of another friendly model (excluding when manifesting psychic powers).
- If any units from your army have the Synaptic Goading biomorphology, rather than all **Endless Multitude** units with that biomorphology making a Normal Move at the start of the battle, you select one of them that is within one of your Entry Zones at the start of the battle to make a Normal Move of up to 6" instead.
- When manifesting the *Paroxysm* psychic power, in addition to the selected unit not being able to perform the Set Overwatch or Set to Defend actions until the start of your next Psychic phase, if that unit has already performed those actions, it is no longer considered to have Set Overwatch or Set to Defend.
- When an enemy model makes a ranged attack at a unit with the Tunnel Networks adaptation or Naturalised Camouflage biomorphology, that unit is treated as having the benefits of cover against that attack if the attacking model is more than 6" away from its target.