



CHAPTER APPROVED TOURNAMENT COMPANION

VERSION 1.3

INTRODUCTION

Welcome to the Chapter Approved Tournament Companion! The following guidelines are designed to support organisers of Warhammer 40,000 events in delivering a fine-tuned tournament experience using the *Chapter Approved Mission Deck*. That product offers great scope for all kinds of matched play, and its many variables create a dizzying array of potential missions – thousands, in fact! Some of these are particularly well suited to the most hotly contested scenarios, and this pack provides suggestions for the best event configurations. We have also taken the opportunity to optimise certain Core Rules concepts for tournament play.

This document provides a ready-made framework for levelling the playing field and getting games underway quickly, whether you are planning your first matched play event or have years of experience organising the largest and most acclaimed tournaments. Its recommendations will be followed in full at most Games Workshop matched play events, and are considered the official way to play Warhammer 40,000 in a tournament setting, but can be adapted to suit your own circumstances – the terrain layout advice is aimed primarily at newer organisers, for example, and those with large established terrain collections should feel free to interpret it accordingly.

The recommendations are presented as follows:

- **Chapter Approved Tournament Mission Sequence:** Adjustments to the steps players would normally follow to generate a mission and prepare the battlefield.
- **Chapter Approved Mission Deck Errata & FAQ:** Updates to certain cards and answers to frequently asked questions.
- **Chapter Approved Tournament Mission Pool:** 20 recommended tournament rounds to draw from, with pre-set Primary Missions and deployment modes that put all players on an equal footing and minimise pre-game admin.
- **Terrain Layouts:** A suite of carefully designed terrain setups to be used in conjunction with the Chapter Approved Tournament Mission Pool.
- **Pairings and Rankings:** Advice for fairly pairing players and determining rankings.

Designer's Note: *This document does not use the full contents of your Chapter Approved Mission Deck; it has been written to provide the best experience for strangers to play a pick-up game or face off in an event. For this reason we have not included the Asymmetric War cards, the Twist cards or the Challenger cards, which are left for pick-up-and-play games where you can plan and prepare. In addition, this document assumes you will be playing Strike Force sized games; as such, the layouts are designed to be used with the Strike Force Deployment cards. We recommend that tournament organisers who wish to run an Incursion event should adjust these layouts as appropriate.*

CHAPTER APPROVED TOURNAMENT MISSION SEQUENCE

A Chapter Approved Tournament Mission battle is waged by following the sequence below.

1

MUSTER ARMIES

Muster armies as described in the Core Rules.

INCURSION MISSIONS

In an Incursion mission, we suggest the following changes to the Muster Armies rules for a better experience for both players.

- Your army can contain up to two units with each datasheet name – or up to four units with each datasheet name if it is a **BATTLELINE** or **DEDICATED TRANSPORT** unit.
- Your army can contain up to one **TITANIC CHARACTER**.

2

DETERMINE MISSION

Instead of shuffling and drawing from the Deployment and Primary Mission decks, players should use the pre-generated missions from the Chapter Approved Tournament Mission Pool. **Set aside the Secondary Mission cards deck as normal (players will receive these later).**

3

READ MISSION

Read the Primary Mission. The Primary Mission card details how and when you score Victory points (VP), and may also apply additional conditions to the battle. **You can also score VP by achieving Secondary Missions (described later). Twist cards and Challenger cards will not be used.**

4

PLACE OBJECTIVE MARKERS

Players now set up objective markers on the battlefield. Each Deployment card's deployment map will show players how many objective markers to set up and where each should be placed. In Chapter Approved Tournament Missions, models can end any type of move on top of an objective marker.

Designer's Note: *In the Warhammer 40,000 Core Rules, objective markers are physical artefacts that models cannot end a move on, representing vital data caches, xenos relics, Chaos portals or anything else that suits your narrative. While this adds to the cinematic nature of the battlefield and offers exciting hobby opportunities, it can sometimes result in model-positioning circumstances that not everyone will enjoy equally. As such, these guidelines recommend treating objective markers as flat, circular markers 40mm in diameter that offer no impediment to the movement or placement of models.*

5

CREATE THE BATTLEFIELD

Players now create the battlefield and set up terrain features. Missions are played on rectangular battlefields whose dimensions are approximately 44" by 60". When setting up terrain features, use the guidelines detailed in the Terrain Layouts section of this pack. Players must use the rules for terrain features detailed in the Core Rules. While other approaches to terrain layout may work within the collections of experienced organisers, we recommend these terrain guidelines when otherwise in doubt.

6

DETERMINE ATTACKER AND DEFENDER

Look at the Deployment card drawn and agree which edges of your battlefield are the Attacker's and Defender's battlefield edges. Roll off: the winner decides who will be the Attacker and who will be the Defender.

7

SELECT SECONDARY MISSIONS

Secondary Mission cards detail additional ways to score VP, and must be used either as Fixed or Tactical Missions. Players now secretly note down whether they will use Fixed or Tactical Missions; if using Fixed Missions, they must also note down which two Fixed Missions they will use (see below). Players then reveal these decisions and proceed accordingly.

FIXED MISSIONS

Fixed Missions are goals that remain throughout the battle, and can be achieved multiple times.



Fixed Missions are those marked with the symbol shown on the left. After revealing the two Fixed Missions you will use, set aside the remainder of your Secondary Mission deck (it will not be needed during the battle). Your selected Fixed Mission cards cannot be discarded for any reason (unless you are using the Adapt or Die Twist card).

TACTICAL MISSIONS

Tactical Missions are replenished at the start of your Command phase, and are discarded once achieved.

After revealing that you will use Tactical Missions, shuffle your Secondary Mission deck.

If you are using Tactical Missions:

- At the start of your first Command phase, draw two cards from your Secondary Mission deck; those two Secondary Mission cards are active for you until you achieve them. At the start of each of your subsequent Command phases, if you have fewer than two active Secondary Mission cards, draw from your Secondary Mission deck until you have two active Secondary Mission cards.
- At the end of your Command phase, you can spend CP to use the New Orders Stratagem (see right).



NEW ORDERS

CORE – STRATEGIC PLOY STRATAGEM

High command has received new intelligence.

1CP

WHEN: End of your Command phase.

TARGET: One of your active Secondary Mission cards.

EFFECT: Discard it and draw one new Secondary Mission card.

At the end of each player's turn, each player using Tactical Missions does the following, starting with the player whose turn it is:

- First, if you scored 1 or more VP from a Secondary Mission card, discard that Secondary Mission card – it is achieved.
- Then, you can discard one or more of your active Secondary Mission cards. If you do, and it is your turn, you gain 1CP.
- If your Secondary Mission deck runs out, you cannot generate any additional Secondary Missions during the battle.

8

DECLARE BATTLE FORMATIONS

Players secretly note down which of their Leader units will start the battle attached to which Bodyguard units, which of their units will start the battle embarked within which **TRANSPORTS**, and which of their units will start the battle in Reserves (including Strategic Reserves). Players then reveal these decisions.

RESERVES RESTRICTIONS

- No more than half of the units in your army can start the battle in Reserves, and the points total of those units cannot be more than half of the points total of your army (units embarked within a **TRANSPORT** that is set up in Reserves also count towards these limits).
- Reserves units cannot arrive on the battlefield during the first battle round (excluding units placed into Strategic Reserves during the battle).
- Any Reserves units that have not arrived on the battlefield by the end of the third battle round count as having been destroyed, as do any units embarked within them (excluding units placed into Strategic Reserves during the battle).

9

DEPLOY ARMIES

Players take it in turns to set up their remaining units one at a time, starting with the Defender. A player's models must be set up wholly within their deployment zone. If a player sets up a **TITANIC** unit when it is their turn to set up a unit, they skip their next turn to set up a unit. If one player finishes deploying all of their units, their opponent then deploys the remainder of their units.

10

REDEPLOY UNITS

Some rules allow players to redeploy certain units after both armies are deployed. Unless otherwise stated, such rules are resolved in this step. Players alternate resolving any such rules, starting with the Attacker.

11

DETERMINE FIRST TURN

Roll off: the winner takes the first turn.

12

RESOLVE PRE-BATTLE RULES

Players alternate resolving any pre-battle rules units from their army may have, starting with the player who will take the first turn.

13

BEGIN THE BATTLE

The first battle round begins. Players continue to resolve battle rounds until the battle ends.

14

END THE BATTLE

The battle ends after five battle rounds have been completed. Even if one player has no models remaining in their army at the start of their turn, players continue to play out their turns until the battle ends.

15

DETERMINE VICTOR

At the end of the battle, the player with the most VP is the winner. If the players are tied, the battle is a draw.

The maximum VP each player can score is 100VP. Each player scores 10VP if their army is painted to a Battle Ready standard. The maximum VP that can be scored from each source of VP is detailed on below. In all cases, any excess VP awarded above these maximums are lost.

| VP SOURCE | MAXIMUM VP | |
|--------------------|------------|------|
| Primary Mission | 50VP | 90VP |
| Secondary Missions | 40VP* | |
| Battle Ready Army | 10VP | 10VP |

* If using Fixed Missions, 20VP maximum per Fixed Mission card.

DESIGNER'S NOTES

VP FOR DESTROYING MODELS OR UNITS

Some cards award VP for destroying enemy models or units. If you gain VP as described on such cards, you retain those VP even if those destroyed models or units are subsequently returned to the battlefield.

VP UP TO A LIMIT

Some cards award VP up to a stated limit, which may not be a round multiple, e.g. '2VP (up to 5VP)'. In such cases, you can keep scoring up to the stated limit, then any excess VP awarded are lost.

DISCARDING CARDS

Some cards begin with a section named 'When Drawn', which details immediate next steps including when such cards either can or must be discarded. Note that if such a card is a Secondary Mission card, this section only applies if you are using Tactical Missions.

HOW MANY UNITS CAN PERFORM THE SAME ACTION?

If an Action's Units section places a limit on the number of units that can perform it, this means that only that number of units from your army can be performing that Action at any one time.

DEPLOYMENT CARD KEY

ATTACKER'S DEPLOYMENT ZONE

The Attacker must set up their army within this area.



DEFENDER'S DEPLOYMENT ZONE

The Defender must set up their army within this area.



NO MAN'S LAND

The region of the battlefield that is not within either player's deployment zone.



OBJECTIVE MARKERS

The quantity and locations of objective markers are shown with this icon.



CENTRE OF BATTLEFIELD



ATTACKER'S
BATTLEFIELD EDGE



DEFENDER'S
BATTLEFIELD EDGE

ACTIONS

Your forces can attempt daring battlefield tasks to turn the conflict in your favour.



Some cards feature Actions that certain units can perform. Each Action states which units can perform it, when it is started and completed, and what the effects of completing it are.

A unit cannot start to perform an Action if one or more of the following apply to that unit:

- It is an **AIRCRAFT** unit.
- It is Battle-shocked.
- It has an Objective Control characteristic of 0.
- It is within Engagement Range of one or more enemy units (unless it is a **TITANIC CHARACTER** unit).
- It Advanced or Fell Back this turn.
- It is not eligible to shoot this phase (including units that have already been selected to shoot this phase).

If a unit starts to perform an Action, until that Action is completed or until the end of the turn (whichever is later), that unit is not eligible to shoot or declare a charge (if it is a **TITANIC CHARACTER** unit, that unit cannot start to perform another Action and is not eligible to declare a charge instead).

If a unit performing an Action makes a move (excluding Pile-in and Consolidation moves) or leaves the battlefield, that Action cannot be completed.

CARD AMENDMENTS FOR TOURNAMENTS

SECONDARY MISSION – ATTACKER NO PRISONERS

Show no mercy. Exterminate your enemies.

ANY BATTLE ROUND

VICTORY POINTS

WHEN: While this card is active (if you are using Fixed Missions).

Each time an enemy Bodyguard unit or enemy non-**CHARACTER** unit is destroyed.

**FIXED
2VP
(UP TO 5VP)**

ANY BATTLE ROUND

VICTORY POINTS

WHEN: While this card is active (if you are using Tactical Missions).

Each time an enemy unit is destroyed.

**TACTICAL
2VP
(UP TO 5VP)**



This Secondary Mission cannot be selected as a Fixed Mission in tournament play.

CHAPTER APPROVED MISSION DECK: FAQs

Questions about the Chapter Approved Mission Deck will be reviewed periodically and answered below. Newly added entries are marked in red.

Q: *If I destroy the Bodyguard unit of an Attached unit that meets the criteria for Cull the Horde (Starting Strength of 13+), but the Leader unit survives, do I score the VP for destroying the Bodyguard unit?*

A: If the Bodyguard unit would have had a Starting Strength of 13+ had it not been part of an Attached unit, then yes. Otherwise, no.

Example: If you destroy a unit of 16 Accursed Cultists, but their Cultist Firebrand Leader survives, you score the VP for that unit. If you destroy a 10-strong Cultist Mob, but don't destroy the Dark Commune attached to them, you do not score the VP for that unit.

Q: *If a unit that is part of an Attached unit is destroyed, and that Attached unit was performing an Action, can the remaining unit(s) in that Attached unit still complete that Action?*

A: Yes.

Q: *If my opponent selects an Attached unit for the Marked for Death Secondary Mission, which units forming that Attached unit must I destroy to score VP?*

A: To score VP, you must destroy the Bodyguard unit and at least one of the Leader units that was attached to it. For example, if your opponent selects a unit of Boyz led by a Warboss and a Weirdboy, and you destroy that Boyz unit so that the Warboss and Weirdboy each become individual units, you must also destroy either that Warboss or that Weirdboy (or one of them must be removed from the battlefield for any other reason) to score VP from Marked for Death.

Q: *When selecting units for the Marked for Death Secondary Mission, can I select a Leader within an Attached unit?*

A: No.

Q: *When performing the Terraform Action, can I terraform an objective marker my opponent has already terraformed?*

A: Yes.

Q: *In the Burden of Trust Primary Mission, how many times can each player score VP for guarding an objective marker they control?*

A: The player going first can score VP for guarding an objective marker they control at the end of their opponent's first, second, third, fourth and fifth turn. The player going second can score VP for guarding an objective marker they control at the end of their opponent's second, third, fourth and fifth turn.

Q: *When setting up objective markers as part of step 4 of the Chapter Approved Tournament Mission Sequence, or setting up a new objective marker as part of a Primary Mission (such as The Ritual), do I measure from/to the centre or the edge of the objective marker?*

A: In all of these instances, you measure from the centre of the objective marker. This also includes the central objective marker in the Search and Destroy deployment map when measuring the boundaries of the deployment zones.

Q: *To start performing the Sabotage Action, does it require both the terrain feature and your unit to not be within your deployment zone? Or is it just your unit that must not be within your deployment zone?*

A: Only your unit must not be within your deployment zone to start performing the Sabotage Action.

Q: *In Burden of Trust, can you guard objective markers in your own deployment zone?*

A: Yes.

Q: *If I Terraform an objective in my opponent's deployment zone, can my opponent Terraform that objective back?*

A: No, as a player can't perform the Terraform action on an objective marker within their deployment zone.

Q: *If I complete the Terraform action on an objective that was Terraformed by my opponent, is the objective now Terraformed by me?*

A: Yes.

Q: *For Primary and Secondary Missions that award VP for destroying CHARACTER models or units, if those models or units are returned to the battlefield and then subsequently destroyed again, will such Primary and Secondary Missions award VP for them being destroyed again?*

A: Yes, unless that Primary or Secondary Mission specifies otherwise.

Q: *For the purposes of the Mission Pack, are there any amendments to the Core Rules regarding how Ruins affect charging units and which models can fight?*

A: No. This means models can be positioned to make it difficult to charge directly through sections of terrain features into combat, as models can't end their Charge move where any part of their model or base would be within sections of those terrain features (e.g. a solid Ruins wall). This may mean the result of a Charge roll needs to be greater to allow a unit to make a Charge move that ends within Engagement Range and not within any sections of those terrain features, while still following all other conditions of charging.

Designer's Note: Organisers, if your terrain collection includes large enclosed structures that units would be able to move within, but may render ending a Charge move within Engagement Range of those units within that terrain impossible, you may wish to include additional clarification for your particular terrain elements within your event packs to avoid uninteractive situations.

CHAPTER APPROVED TOURNAMENT MISSION POOL

The 20 Chapter Approved Tournament Missions in this section are designed to act as a pool from which organisers can build their events, selecting from it in random order. Further commentary on these is given below.

PRIMARY MISSIONS

The Chapter Approved Mission Deck includes 10 Primary Missions, for the best balanced experience we have used a mix of 7 of these Primary Missions for organisers to build their events. We recommend selecting options that span a variety of different Primary Missions, to provide different challenges for the players to adapt to.

For those running longer-format events, or whose attendees are particularly expectant of a perfectly balanced mission every time, we have included the more straightforward Primary Missions in a greater number of configurations.

RECOMMENDED TERRAIN LAYOUTS

When using the recommended terrain layouts in this pack, please note the layouts best suited for each deployment mode, as shown in the table below. We recommend structuring your mission order to facilitate any changes to terrain layouts you will need to make during your event, if, as the organiser, you choose to set up the tables for the players.

| CHAPTER APPROVED TOURNAMENT MISSION POOL | | | |
|--|-----------------|---------------------|------------------|
| | PRIMARY MISSION | DEPLOYMENT | TERRAIN LAYOUTS |
| A | Take and Hold | Tipping Point | 1, 2, 4, 6, 7, 8 |
| B | Supply Drop | Tipping Point | 1, 2, 4, 6, 7, 8 |
| C | Linchpin | Tipping Point | 1, 2, 4, 6, 7, 8 |
| D | Scorched Earth | Tipping Point | 1, 2, 4, 6, 7, 8 |
| E | Take and Hold | Hammer and Anvil | 1, 7, 8 |
| F | Hidden Supplies | Hammer and Anvil | 1, 7, 8 |
| G | Purge the Foe | Hammer and Anvil | 1, 7, 8 |
| H | Supply Drop | Hammer and Anvil | 1, 7, 8 |
| I | Hidden Supplies | Search and Destroy | 1, 2, 3, 4, 6 |
| J | Linchpin | Search and Destroy | 1, 2, 3, 4, 6 |
| K | Scorched Earth | Search and Destroy | 1, 2, 3, 4, 6 |
| L | Take and Hold | Search and Destroy | 1, 2, 3, 4, 6 |
| M | Purge the Foe | Crucible of Battle | 1, 2, 4, 6, 8 |
| N | Hidden Supplies | Crucible of Battle | 1, 2, 4, 6, 8 |
| O | Terraform | Crucible of Battle | 1, 2, 4, 6, 8 |
| P | Scorched Earth | Crucible of Battle | 1, 2, 4, 6, 8 |
| Q | Supply Drop | Sweeping Engagement | 3, 5 |
| R | Terraform | Sweeping Engagement | 3, 5 |
| S | Linchpin | Dawn of War | 5 |
| T | Purge the Foe | Dawn of War | 5 |

TERRAIN LAYOUTS

The following battlefield recommendations are intended primarily for newer organisers and those looking for a steer in building up a terrain collection for regular tournament play. These layouts will be seen at most Games Workshop matched play events, and reflect the type of terrain density that creates risk-and-reward decisions that a wide variety of army types can engage with. They are by no means the only way to set up a battlefield for balanced play, but represent a reliable starting point when in doubt.

These are the terrain layouts we use for balance and internal testing within the Warhammer Design Studio. We feel they reflect how a battlefield should look for balanced play in the current edition of Warhammer 40,000.

They are by no means the only way to set up a battlefield for balanced play, but represent a reliable starting point when in doubt. These layouts were designed with a few key principles in mind:

RECOMMENDED MEASUREMENTS

For all of the battlefield recommendations we use a combination of three different sizes of area terrain outlines:

| AREA TERRAIN SIZE | QUANTITY |
|-------------------|----------|
| 6" x 4" | 4 |
| 10" x 5" | 2 |
| 12" x 6" | 6 |

Using the area terrain outlines detailed above, all of the battlefield recommendations have preset measurements provided. This allows for organisers to easily set up the tables, or allow the players themselves to set up their own tables at the beginning of each round.



OBJECTIVE MARKERS

Objective markers can and sometimes will be either hidden within terrain or placed in the open.

USE OF RUINS

The following layouts primarily use the Ruins terrain feature. This efficiently achieves a good amount of line-of-sight blockage and cover appropriate for balanced games, thanks to the natural abstraction of line of sight within the rules for Ruins. Remember that a variety of terrain heights not only adds to the immersive nature of the battlefield, but is also important for line of sight and rules such as Plunging Fire. For organisers and players with a more robust terrain collection (especially elements that block true line of sight), incorporating features such as Woods, Barricades and Hills into your chosen layouts is perfectly acceptable.

TERRAIN KEY – SUGGESTED TERRAIN HEIGHT

MORE THAN 4"



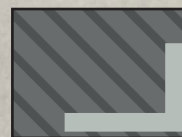
2" OR LESS



For model mobility purposes, we have shaded the area terrain outlines in the above colours to show our recommendations for how tall the terrain should be in each section.

Below are examples of Ruins terrain placements within area terrain sections, as well as icons that denote if connected area terrain outlines are a single area terrain section or separate area terrain sections when determining line of sight.

These height and Ruin placement guidelines help provide a balanced tournament experience; as organisers you are free to adjust this to suit your terrain collection.



RECOMMENDED
RUINS TERRAIN
PLACEMENT



SINGLE
AREA TERRAIN
SECTION



SEPARATE
AREA TERRAIN
SECTIONS

TERRAIN LAYOUT 2

This layout features a central area with two large, tilted, grey diagonal-patterned structures. Surrounding these are several smaller terrain pieces, including blue dotted rectangles and grey rectangles with diagonal patterns. Dimensions are indicated by red arrows and text: 13", 24", 2", 16", 9", 4", 16", 22", 8", 5", and 4". No-fly zones are marked with red circles and a crossed-out fly icon. A central star-like symbol is located at the intersection of the two main tilted structures.

TERRAIN LAYOUT 3

This diagram illustrates a tactical terrain layout on a grid. The layout features various terrain types: blue dotted areas (grass), grey diagonal-striped areas (concrete or stone), and grey solid areas (walls or barriers). Dimensions are provided for various elements, and movement paths are indicated by red arrows.

Key Features and Dimensions:

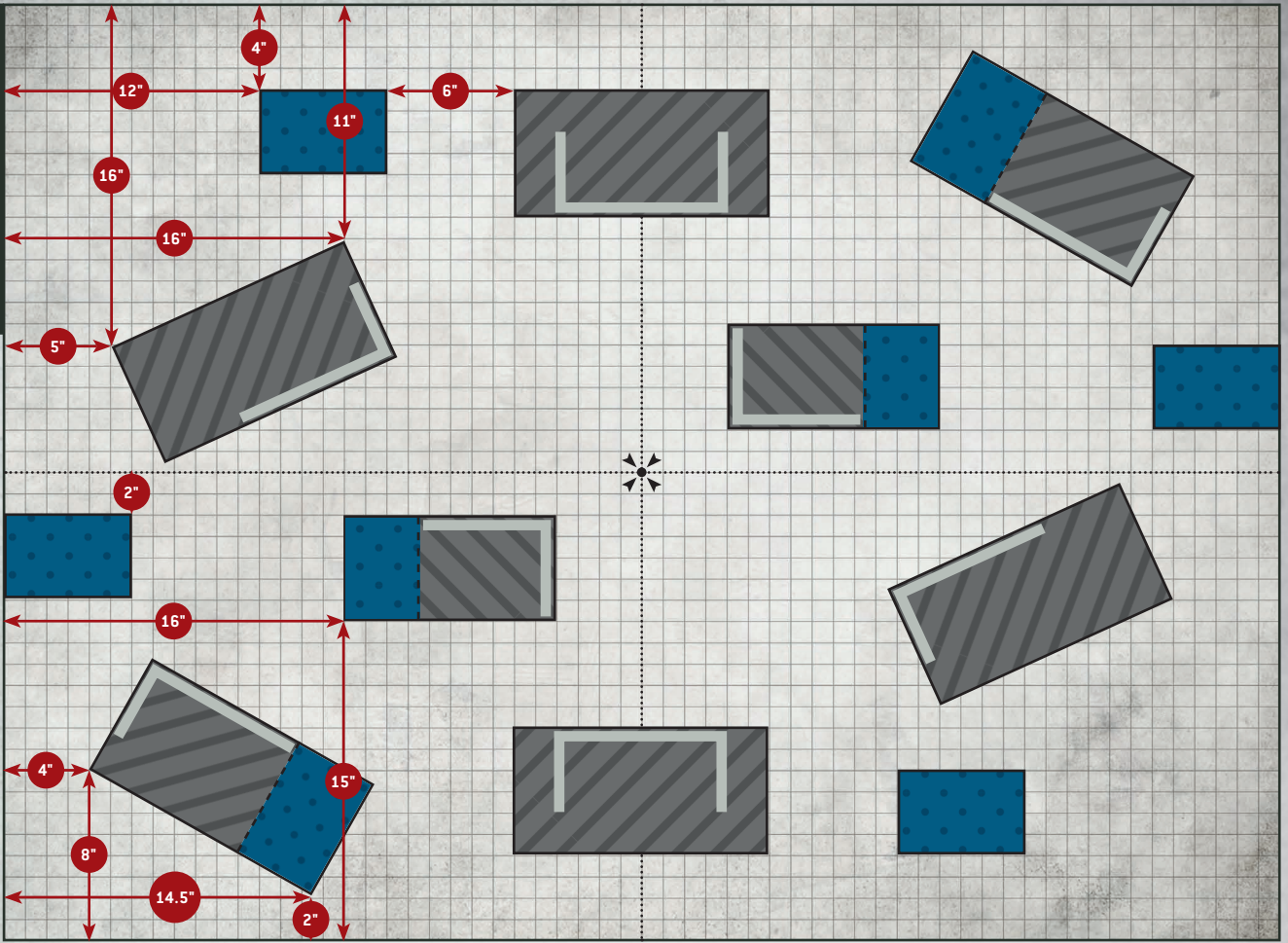
- Top Left:** A blue dotted rectangle (10" wide, 10" high) and a grey diagonal-striped rectangle (10" wide, 17" high).
- Top Center:** A grey solid rectangle (14" wide, 17" high).
- Top Right:** A grey diagonal-striped rectangle (21" wide, 17" high).
- Center:** A star symbol indicating a central point of interest.
- Bottom Left:** A grey diagonal-striped rectangle (23" wide, 12" high) and a blue dotted rectangle (4" wide, 6" high).
- Bottom Center:** A grey solid rectangle (13" wide, 4" high).
- Bottom Right:** A grey diagonal-striped rectangle (22" wide, 10" high) and a blue dotted rectangle (4" wide, 4" high).

Movement Paths (Red Arrows):

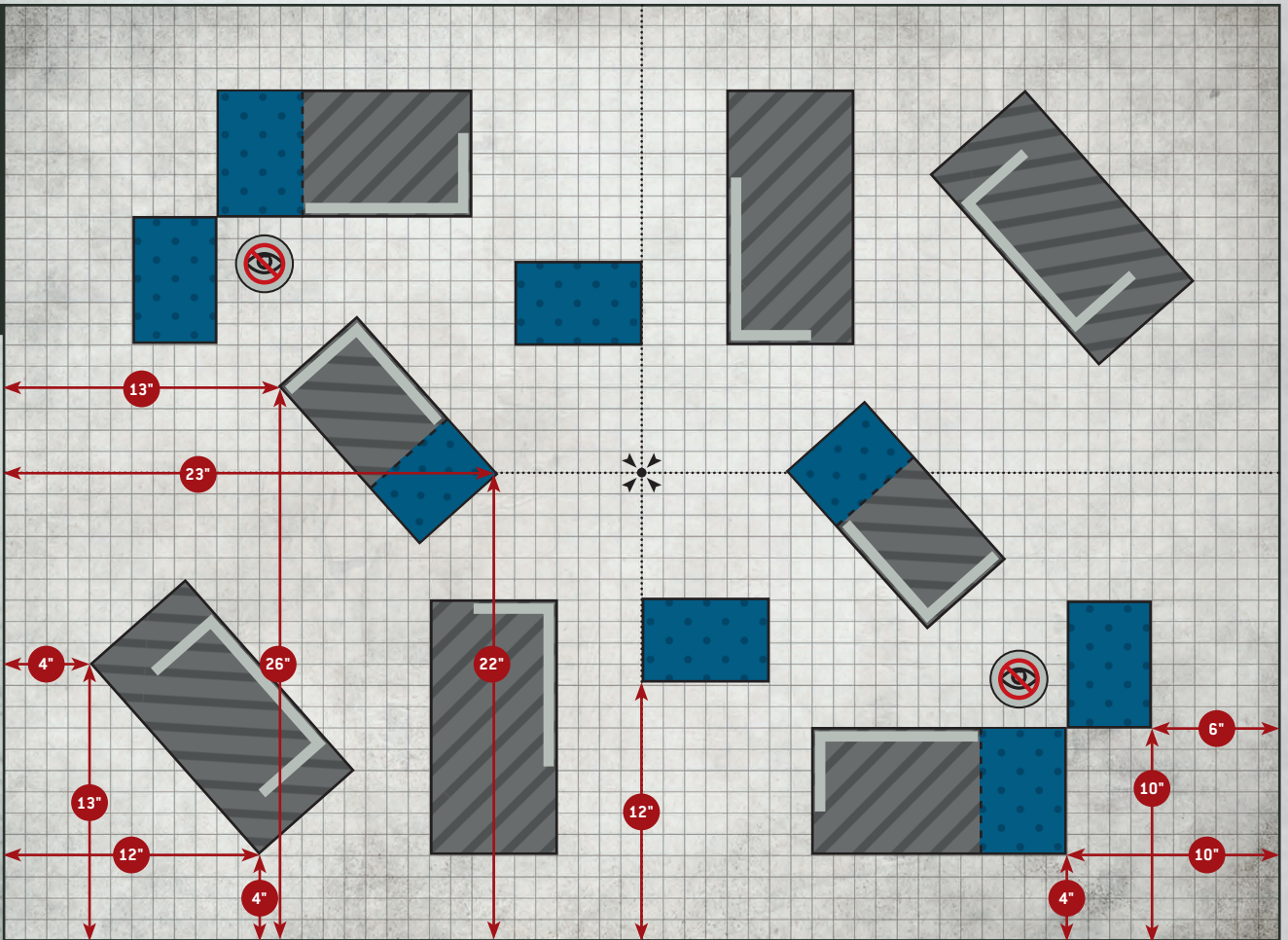
- From the top left blue dotted area to the top left grey diagonal-striped area.
- From the top left grey diagonal-striped area to the top center grey solid area.
- From the top center grey solid area to the top right grey diagonal-striped area.
- From the top right grey diagonal-striped area to the center star.
- From the center star to the bottom left grey diagonal-striped area.
- From the bottom left grey diagonal-striped area to the bottom center grey solid area.
- From the bottom center grey solid area to the bottom right grey diagonal-striped area.
- From the bottom right grey diagonal-striped area to the bottom right blue dotted area.

[illegible]

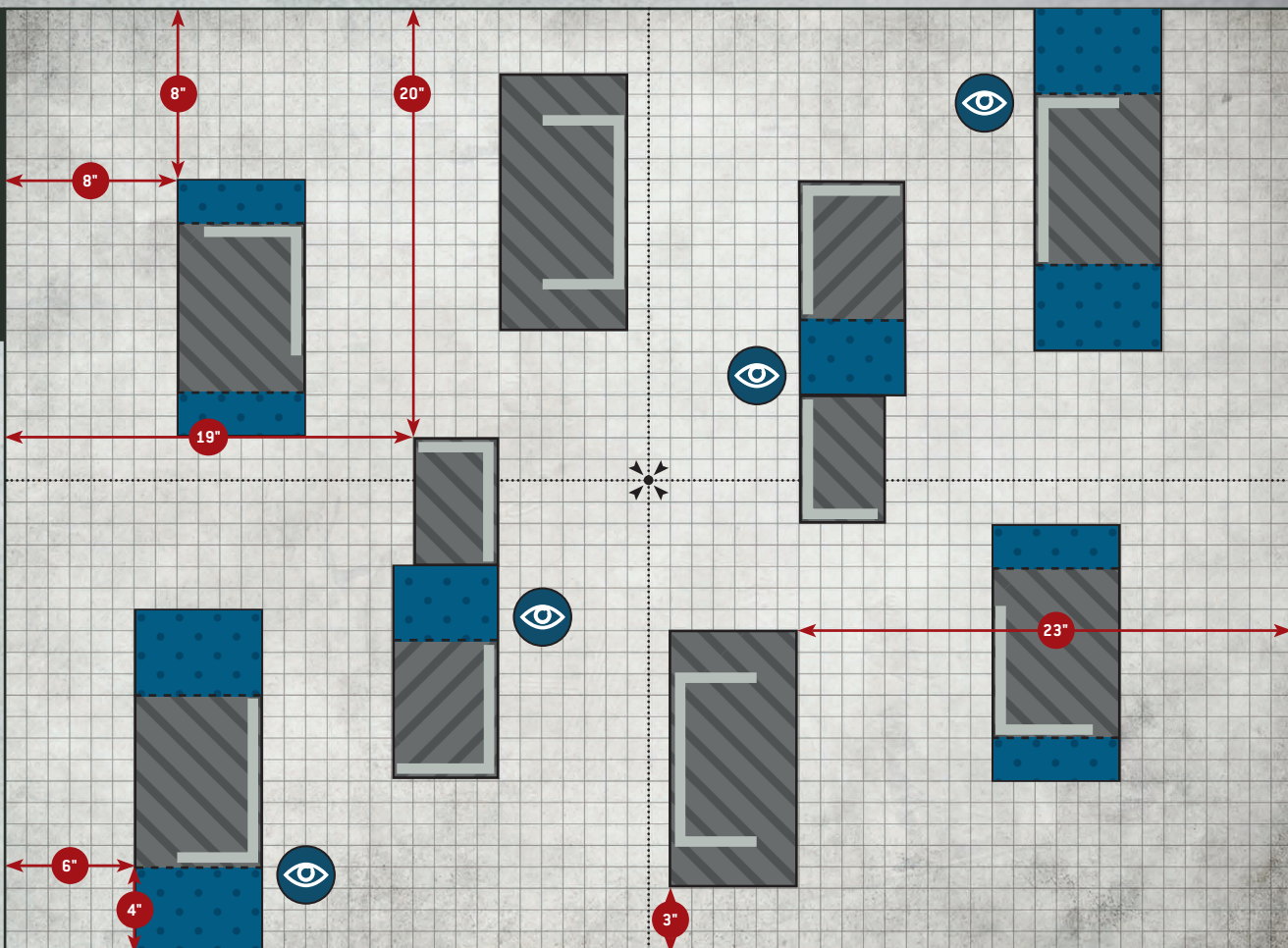
TERRAIN LAYOUT 5



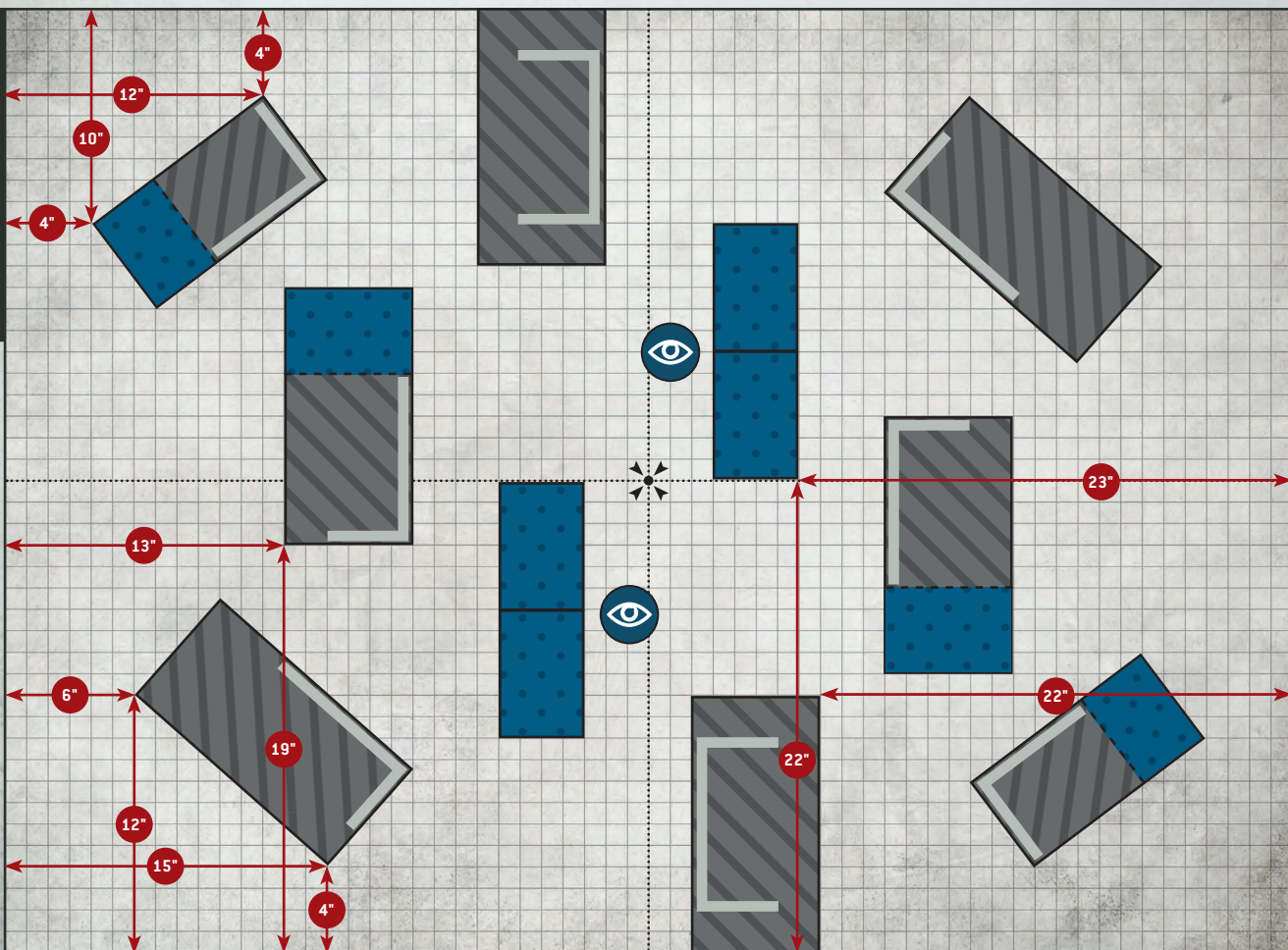
TERRAIN LAYOUT 6



TERRAIN LAYOUT 7



TERRAIN LAYOUT 8



PAIRINGS AND RANKINGS

There are countless different ways in which a Warhammer organised play event can be run. While broad-stroke concepts like pairing off players with the same record are straightforward enough, the nuance of running a successful Warhammer tournament is the subject of continuous conversation and evolution. The following recommendations are once again for newer organisers who are still establishing their principles and best practices, to help improve the average experience at any Warhammer tournament. These principles are also followed at most official Games Workshop events, and are designed to create the fairest, most fun experience possible for every attendee, regardless of standing.

PAIRING PLAYERS

While the first round of most tournaments is randomly paired, subsequent round pairing can be done in a number of ways. The first pairing metric will almost always be player record, i.e. pairing a 3-1 player with another 3-1 player, and so on. Given that most rounds will include numerous players with the same record, however, deciding pairings beyond this metric can be quite nuanced, and the different methods available can have significant impacts on the experience of players at an event. We recommend pairing players by the following criteria:

- **First** – by record (i.e. the number of wins, losses and draws)
- **Second** – by win path (i.e. the timing of the rounds in which a player won or lost their games)
- **Third** – randomly within players of the same ranking

Win Path

A player's 'win path' refers not to their number of wins and losses, but to the timing of those wins and losses. While pairing by win path has an incidental tendency to pair people by strength of schedule, its greatest impact is on the overall enjoyment experienced by all players, as it tends to pair players based upon shared experience.

For example, let's take two 3-1 players. One of them lost their first game; they likely lowered their expectations for winning the whole event after this, but are probably in a great mood after three consecutive victories. The other won their first three games then lost their fourth – a sharp disappointment after a 3-0 start. Should these players face off, their shared enjoyment may be at odds as they are in very different emotional places. Win path ensures players enter their match with recent common experiences upon which to build a friendship during their next game of Warhammer.

RANKING PLAYERS

In many tournaments, the overall Best General will be the single remaining undefeated player at the end of the event. Sometimes, however, there are not enough rounds available to determine a single undefeated player, and players often wish to know their ranking regardless of whether they won the whole event. To help break ties between players who end an event with the same record, we recommend ranking players by the following criteria:

- **First** – by overall record (wins, losses and draws)
- **Second** – by their opponents' win records (i.e. those with more wins against opponents with better win records would place higher)
- **Third** – by total Victory points (VP)

Designer's Note: *Traditionally, many organisers use total VP or VP differential to determine ranking. However, the number of VP scored within any one game of Warhammer 40,000 rarely tells a clear story about how close that game actually was. Often, a more challenging opponent will be harder to score against (and thus yield a lower score despite the victory being all the more hard-earned), or the nature of how the two armies match up may dictate a risky strategy that doesn't pay off (and thus yield a wide score disparity despite almost working out).*

As such, we do not recommend using VP as a pairing metric, nor as a ranking metric until all other metrics have been exhausted, or when further tie-breaking is required (e.g. in larger events where identical rankings become more likely). By contrast, opponent win record is an ideal metric, because when two players end up with the same record, the overall skill of their opponents is a better indicator of which player had the more challenging path along the way.

The Rules Commentary, Errata and FAQ

There are myriad ways to enjoy the Warhammer hobby, and these all manifest themselves at a tournament: gifted hobbyists with beautiful armies, skilled competitors aiming for Best General, casual players looking to face new opponents and make new friends (by far the most common type of attendee), and even practitioners of the niche hobby of Rules Lawyer! These particular hobbyists often find unusual rules interactions at the very fringes of Warhammer 40,000, which can create interesting challenges for tournament organisers looking to provide clear answers and an easy gaming experience for their attendees. For the current edition, the Warhammer Design Studio has created its most robust and comprehensive Rules Commentary, Errata and FAQ to date. Available to download on warhammer-community.com, these living documents will be reviewed periodically to clarify any issues that may be causing uncertainty. Should an odd rules interaction come up during your event and the Core Rules do not provide a clear answer, we recommend consulting these resources.

AFTERWORD

WHAT IS THE POINT OF A WARHAMMER TOURNAMENT?

Warhammer is more popular than ever, and this popularity has extended to the tournament scene. Over the last few years, more than one million games of Warhammer 40,000 were played in tournaments around the world, and that growth will only continue in the future. With so many Warhammer hobbyists participating in the game within growing communities, it's important to ruminate on the point of a tournament. First and foremost, it is not about celebrating the ultimate victor; someone who goes undefeated and wins Best General needs very little acclaim beyond the outcome itself (after all, they won!). Instead, it is the experience of every single attendee that truly matters, and the recognition that, for most people who attend a tournament, community and friendship are both the purpose and the outcome.

Before you roll a single dice against an opponent to start your tournament experience, remember two things:

- 1) The person across the table from you shares your love of Warhammer.
- 2) By the time the dust settles on the event, almost everyone will have lost a game (typically, at most, only one or two people will manage to leave the event without a loss).

While any game often yields winners and losers on the tabletop, the magic of Warhammer in an event setting is the opportunity it provides every participant to become a bigger part of the Warhammer community, and to build friendships with fellow hobbyists that can last a lifetime. As an organiser or a player, if you focus on this inalienable truth, then while most of you will have lost a game or two, you'll all share victory in your experience of what it is to attend a Warhammer event.

*- The Warhammer Design Studio and
the Warhammer Events Team*





BASE SIZE GUIDE

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Welcome to the Warhammer 40,000 Base Size Guide. This document contains the most up-to-date base sizes appropriate for all Warhammer 40,000 models that can be used in matched play.

Tournaments bring together people from all over the world to enjoy a shared hobby, to play the game we love using armies we have spent many hours building and painting. Many players enjoy converting and customising their models to make them unique and personal to them, and we actively encourage this.

One of the key goals of a tournament is to provide a shared fair play experience for all, while celebrating the hobby. To support tournament organisers in achieving this, this document gathers a list of appropriate base sizes for all players to check. This information is not a requirement for all games of Warhammer 40,000, but is intended to avoid any uncertainty that may arise in matched play settings.

Designer's Note: A few of the very largest models listed in this document are marked as Unique. Such models do not fit on any Citadel base of standard size, so if you intend to use any of these models at an event, we recommend you speak to the tournament organiser to agree with them what base size is appropriate.

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PRODUCED BY THE WARHAMMER DESIGN STUDIO

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ADEPTA SORORITAS

| UNIT | BASE SIZE |
|--|--------------------|
| Aestred Thurga and Agathae Dolan: Aestred Thurga | 32mm |
| Aestred Thurga and Agathae Dolan: Agathae Dolan | 25mm |
| Arco-flagellants | 25mm |
| Battle Sisters Squad | 32mm |
| Canoness | 32mm |
| Canoness with Jump Pack | 32mm |
| Castigator | Hull |
| Celestian Sacresants | 32mm |
| Daemonifuge | 32mm |
| Dialogus | 40mm |
| Dogmata | 32mm |
| Dominion Squad | 32mm |
| Exorcist | Hull |
| Hospitaller | 50mm |
| Imagifier | 32mm |
| Immolator | Hull |
| Junith Eruita | 50mm |
| Ministorum Priest | 32mm |
| Mortifiers | 50mm |
| Morvenn Vahl | 60mm |
| Palatine | 32mm |
| Paragon Warsuits | 50mm |
| Penitent Engines | 50mm |
| Repentia Squad: Repentia Superior | 32mm |
| Repentia Squad: Sister Repentia | 28.5mm |
| Retributor Squad | 32mm |
| Saint Celestine | 40mm |
| Saint Celestine: Geminae Superia | 32mm |
| Sanctifiers | 25mm |
| Seraphim Squad | 32mm |
| Sisters Novitiate Squad: Novitiate Superior | 32mm |
| Sisters Novitiate Squad: Sister Novitiate | 28.5mm |
| Sororitas Rhino | Hull |
| Triumph of Saint Katherine | 120x92mm Oval Base |
| Zephyrim Squad | 32mm |

ADEPTUS CUSTODES

| UNIT | BASE SIZE |
|---|---------------------|
| Aleya | 32mm |
| Allarus Custodians | 40mm |
| Anathema Psykana Rhino | Hull |
| Blade Champion | 40mm |
| Custodian Guard | 40mm |
| Custodian Wardens | 40mm |
| Knight-Centura | 32mm |
| Prosecutors | 32mm |
| Shield-Captain | 40mm |
| Shield-Captain in Allarus Terminator Armour | 40mm |
| Shield-Captain on Dawneagle Jetbike | 75x42mm Oval Base |
| Trajann Valoris | 40mm |
| Valerian | 40mm |
| Venerable Contemptor Dreadnought | 60mm |
| Venerable Land Raider | Hull |
| Vertus Praetors | 75x42mm Oval Base |
| Vigilators | 32mm |
| Witchseekers | 32mm |
| IMPERIAL ARMOUR | |
| Agamatus Custodians | 75x42mm Oval Base |
| Aquilon Custodians | 50mm |
| Ares Gunship | 160mm |
| Caladius Grav-tank | 170x109mm Oval Base |
| Contemptor-Achillus Dreadnought | 60mm |
| Contemptor-Galatus Dreadnought | 60mm |
| Coronus Grav-carrier | 170x109mm Oval Base |
| Custodian Guard with Adrasite and Pyrrhite Spears | 40mm |
| Orion Assault Dropship | 160mm |
| Pallas Grav-attack | 105x70mm Oval Base |
| Sagittarum Custodians | 40mm |
| Telemon Heavy Dreadnought | 100mm |
| Venatari Custodians | 40mm |

ADEPTUS MECHANICUS

| UNIT | BASE SIZE |
|--|---------------------|
| Archaeopter Fusilave | 170x109mm Oval Base |
| Archaeopter Stratoraptor | 170x109mm Oval Base |
| Archaeopter Transvector | 170x109mm Oval Base |
| Belisarius Cawl | 105x70mm Oval Base |
| Corpuscarii Electro-Priests | 32mm |
| Cybernetica Datasmith | 32mm |
| Fulgurite Electro-Priests | 32mm |
| Ironstrider Ballistarii | 105x70mm Oval Base |
| Kastelan Robots | 60mm |
| Kataphron Breachers | 60mm |
| Kataphron Destroyers | 60mm |
| Onager Dunecrawler | 130mm |
| Pteraxii Skystalkers | 40mm |
| Pteraxii Sterylizers | 40mm |
| Serberys Raiders | 60x35.5mm Oval Base |
| Serberys Sulphurhounds | 60x35.5mm Oval Base |
| Sicarian Infiltrators | 40mm |
| Sicarian Ruststalkers | 40mm |
| Skitarii Marshal | 32mm |
| Skitarii Rangers | 25mm |
| Skitarii Rangers/Skitarii Vanguard: Transuranic Arquebus | 60x35.5mm Oval Base |
| Skitarii Vanguard | 25mm |
| Skorpius Disintegrator | Hull |
| Skorpius Dunerider | Hull |
| Sydonian Dragoons with Radium Jezzails | 105x70mm Oval Base |
| Sydonian Dragoons with Taser Lances | 105x70mm Oval Base |
| Sydonian Skatros | 40mm |
| Tech-Priest Dominus | 50mm |
| Tech-Priest Enginseer | 32mm |
| Tech-Priest Manipulus | 50mm |
| Technoarcheologist | 32mm |

ADEPTUS TITANICUS

| UNIT | BASE SIZE |
|--------------------------|-----------|
| Reaver Titan | Hull |
| Warbringer Nemesis Titan | Hull |
| Warhound Titan | Hull |
| Warlord Titan | Hull |

AELDARI

| UNIT | BASE SIZE |
|---|--------------------|
| Asurmen | 40mm |
| Autarch | 32mm |
| Autarch wayleaper | 32mm |
| Avatar of Khaine | 80mm |
| Baharroth | 40mm |
| Corsair Voidreavers | 28.5mm |
| Corsair Voidscarred | 28.5mm |
| Crimson Hunter | 120x92mm Oval Base |
| D-cannon Platform | 40mm |
| Dark Reapers | 28.5mm |
| Death Jester | 25mm |
| Dire Avengers | 28.5mm |
| Eldrad Ulthran | 32mm |
| Falcon | Large Flying Base |
| Farseer | 25mm |
| Farseer Skyrunner | Small Flying Base |
| Fire Dragons | 28.5mm |
| Fire Prism | Large Flying Base |
| Fuegan | 40mm |
| Guardian Defenders | 28.5mm |
| Guardian Defenders: Heavy Weapon Platform | 40mm |
| Hemlock Wraithfighter | 120x92mm Oval Base |
| Howling Banshees | 28.5mm |
| Jain Zar | 40mm |
| Lhykhis | 40mm |
| Maugan Ra | 40mm |
| Night Spinner | Large Flying Base |
| Rangers | 28.5mm |
| Shadow Weaver Platform | 40mm |
| Shadowseer | 25mm |
| Shining Spears | Large Flying Base |
| Shroud Runners | Large Flying Base |
| Skyweavers | Large Flying Base |
| Solitaire | 25mm |
| Spiritseer | 25mm |
| Starweaver | Large Flying Base |
| Storm Guardians | 28.5mm |
| Storm Guardians: Serpent's Scale Platform | 40mm |
| Striking Scorpions | 28.5mm |
| Swooping Hawks | 32mm |
| The Visarch | 32mm |

| UNIT | BASE SIZE |
|-------------------------------|--------------------|
| The Yncarne | 80mm |
| Troupe | 25mm |
| Troupe Master | 25mm |
| Vibro Cannon Platform | 40mm |
| Voidweaver | Large Flying Base |
| Vyper | Large Flying Base |
| War Walker | 60mm |
| Warlock | 32mm |
| Warlock Conclave | 32mm |
| Warlock Skyrunners | Small Flying Base |
| Warp Spiders | 28.5mm |
| Wave Serpent | Large Flying Base |
| Windriders | Small Flying Base |
| Wraithblades | 40mm |
| Wraithguard | 40mm |
| Wraithknight | 120x92mm Oval Base |
| Wraithknight with Ghostglaive | 120x92mm Oval Base |
| Wraithlord | 60mm |
| Ynnari Archon | 32mm |
| Ynnari Incubi | 28.5mm |
| Ynnari Kabalite Warriors | 25mm |
| Ynnari Raider | Large Flying Base |
| Ynnari Reavers | Small Flying Base |
| Ynnari Succubus | 25mm |
| Ynnari Venom | Large Flying Base |
| Ynnari Wyches | 25mm |
| Yvraine | 75x42mm Oval Base |
| IMPERIAL ARMOUR | |
| Phantom Titan | Hull |
| Revenant Titan | Hull |

ASTRA MILITARUM

| UNIT | BASE SIZE |
|---|---------------------|
| Aegis Defence Line | Hull |
| Armoured Sentinels | 80mm |
| Artillery Team | 130mm |
| Attilan Rough Riders | 60x35.5mm Oval Base |
| Baneblade | Hull |
| Banehammer | Hull |
| Banesword | Hull |
| Basilisk | Hull |
| Bullgryn squad | 40mm |
| Cadian Castellan | 28.5mm |
| Cadian Command Squad | 28.5mm |
| Cadian Heavy Weapons Squad | 50mm |
| Cadian Shock Troops | 25mm |
| Catachan Command Squad | 25mm |
| Catachan Heavy Weapons Squad | 60mm |
| Catachan Jungle Fighters | 25mm |
| Chimera | Hull |
| Commissar | 28.5mm |
| Death Korps of Krieg | 25mm |
| Death Riders | 60x35.5mm Oval Base |
| Deathstrike | Hull |
| Doomhammer | Hull |
| Field Ordnance Battery | 100mm |
| Gaunt's Ghosts | 28.5mm |
| Hellhammer | Hull |
| Hellhound | Hull |
| Hydra | Hull |
| Kasrkin | 28.5mm |
| Krieg Combat Engineers | 25mm |
| Krieg Command Squad | 25mm |
| Krieg Command Squad: Lord Commissar | 32mm |
| Krieg Heavy Weapons Squad | 50mm |
| Krieg Heavy Weapons Squad: Fire Coordinator | 25mm |
| Leman Russ Battle Tank | Hull |
| Leman Russ Commander | Hull |
| Leman Russ Demolisher | Hull |
| Leman Russ Eradicator | Hull |
| Leman Russ Executioner | Hull |
| Leman Russ Exterminator | Hull |
| Leman Russ Punisher | Hull |
| Leman Russ Vanquisher | Hull |

| UNIT | BASE SIZE |
|-----------------------------------|--------------------|
| Lord Marshal Dreir | 75x42mm Oval Base |
| Lord Solar Leontus | 80mm |
| Manticore | Hull |
| Militarum Tempestus Command Squad | 25mm |
| Ministorum Priest | 32mm |
| Nork Deddog | 40mm |
| Ogryn Bodyguard | 40mm |
| Ogryn squad | 40mm |
| Primaris Psyker | 32mm |
| Ratlings | 25mm |
| Ratlings: Tankstopper Rifle | 28.5mm |
| Rogal Dorn Battle Tank | Hull |
| Rogal Dorn Commander | Hull |
| Scout Sentinels | 80mm |
| Shadowsword | Hull |
| Sly Marbo | 32mm |
| Stormlord | Hull |
| Stormsword | Hull |
| Taurox | Hull |
| Taurox Prime | Hull |
| Tech-Priest Enginseer | 32mm |
| Tempestus Aquilons | 28.5mm |
| Tempestus Scions | 25mm |
| Ursula Creed | 32mm |
| Valkyrie | 120x92mm Oval Base |
| Wyvern | Hull |
| IMPERIAL ARMOUR | |
| Avenger Strike Fighter | 120x92mm Oval Base |
| Cyclops Demolition Vehicle | Hull |

BLACK TEMPLARS

| UNIT | BASE SIZE |
|--|-----------|
| Black Templars Gladiator Lancer | 100mm |
| Black Templars Gladiator Reaper | 100mm |
| Black Templars Gladiator Valiant | 100mm |
| Black Templars Impulsor | 100mm |
| Black Templars Repulsor | 100mm |
| Black Templars Repulsor Executioner | 100mm |
| Castellan | 40mm |
| Chaplain Grimaldus | 40mm |
| Chaplain Grimaldus: Cenobite Servitors | 28.5mm |
| Crusade Ancient | 40mm |
| Crusader Squad: Initiates | 32mm |
| Crusader Squad: Neophytes | 28.5mm |
| Crusader Squad: Sword Brother | 40mm |
| Execrator | 40mm |
| Gladiator Lancer | 100mm |
| Gladiator Reaper | 100mm |
| Gladiator Valiant | 100mm |
| High Marshal Helbrecht | 60mm |
| Impulsor | 100mm |
| Land Raider Crusader | Hull |
| Marshal | 40mm |
| Repulsor | 100mm |
| Repulsor Executioner | 100mm |
| Sternguard Veteran Squad | 32mm |
| Sword Brethren | 40mm |
| Terminator Squad | 40mm |
| The Emperor's Champion | 40mm |

BLOOD ANGELS

| UNIT | BASE SIZE |
|--|-----------|
| Astorath | 40mm |
| Baal Predator | Hull |
| Blood Angels Captain | 40mm |
| Chief Librarian Mephiston | 40mm |
| Commander Dante | 50mm |
| Death Company Captain | 40mm |
| Death Company Captain with Jump Pack | 40mm |
| Death Company Dreadnought | 90mm |
| Death Company Marines | 32mm |
| Death Company Marines with Bolt Rifles | 32mm |
| Death Company Marines with Jump Packs | 32mm |
| Lemartes | 40mm |
| Sanguinary Guard | 40mm |
| Sanguinary Priest | 40mm |
| The Sanguinor | 40mm |

CHAOS DAEMONS

| UNIT | BASE SIZE |
|-----------------------------------|---------------------|
| Be'lakor | 100mm |
| Beasts of Nurgle | 60mm |
| Bloodcrushers | 90x52.5mm Oval Base |
| Bloodletters | 32mm |
| Bloodmaster | 40mm |
| Bloodthirster | 120x92mm Oval Base |
| Blue Horrors | 25mm |
| Burning Chariot | 120x92mm Oval Base |
| Changecaster | 32mm |
| Contorted Epitome | 75x42mm Oval Base |
| Daemon Prince of Chaos | 60mm |
| Daemon Prince of Chaos with Wings | 60mm |
| Daemonettes | 25mm |
| Epidemius | 60mm |
| Exalted Flamer | 75x42mm Oval Base |
| Fateskimmer | 120x92mm Oval Base |
| Feculent Gnarlmau | Hull |
| Fiends | 75x42mm Oval Base |
| Flamers | 32mm |
| Flesh Hounds | 60x35.5mm Oval Base |
| Fluxmaster | Large Flying Base |
| Great Unclean One | 130mm |
| Hellflayers | 120x92mm Oval Base |
| Horticultural Slimux | 105x70mm Oval Base |
| Infernal Enraptureess | 60x35.5mm Oval Base |
| Kairos Fateweaver | 100mm |
| Karak | 75x42mm Oval Base |
| Keeper of Secrets | 100mm |
| Lord of Change | 100mm |
| Nurplings | 40mm |
| Pink Horrors | 32mm |
| Plague Drones | Large Flying Base |
| Plaguebearers | 32mm |
| Poxbringer | 32mm |
| Rendmaster on Blood Throne | 120x92mm Oval Base |
| Rotigus | 130mm |
| Screamers | Small Flying Base |
| Seekers | 60x35.5mm Oval Base |
| Shalaxi Helbane | 100mm |
| Skarbrand | 100mm |
| Skull Altar | Hull |

| UNIT | BASE SIZE |
|------------------------|---------------------|
| Skull Cannon | 120x92mm Oval Base |
| Skullmaster | 90x52.5mm Oval Base |
| Skulltaker | 40mm |
| Sloppity Bilepiper | 32mm |
| Soul Grinder | 160mm |
| Spoilpox Scrivener | 40mm |
| Syll'esske | 50mm |
| The Blue Scribes | Large Flying Base |
| The Changeling | 40mm |
| The Masque of Slaanesh | 32mm |
| Tormentbringer | 120x92mm Oval Base |
| Tranceweaver | 32mm |

CHAOS KNIGHTS

| UNIT | BASE SIZE |
|----------------------------------|---------------------|
| Knight Abominant | 170x109mm Oval Base |
| Knight Desecrator | 170x109mm Oval Base |
| Knight Despoiler | 170x109mm Oval Base |
| Knight Rampager | 170x109mm Oval Base |
| Knight Tyrant | 170x109mm Oval Base |
| War Dog Brigand | 100mm |
| War Dog Executioner | 100mm |
| War Dog Huntsman | 100mm |
| War Dog Karnivore | 100mm |
| War Dog Stalker | 100mm |
| IMPERIAL ARMOUR | |
| Chaos Acastus Knight Asterius | Hull |
| Chaos Acastus Knight Porphyron | Hull |
| Chaos Cerastus Knight Acheron | 170x109mm Oval Base |
| Chaos Cerastus Knight Atrapos | 170x109mm Oval Base |
| Chaos Cerastus Knight Castigator | 170x109mm Oval Base |
| Chaos Cerastus Knight Lancer | 170x109mm Oval Base |
| Chaos Questoris Knight Magaera | 170x109mm Oval Base |
| Chaos Questoris Knight Styrix | 170x109mm Oval Base |
| War Dog Moirax | 100mm |

CHAOS SPACE MARINES

| UNIT | BASE SIZE |
|---|--------------------|
| Abaddon the Despoiler | 60mm |
| Accursed Cultists: Mutant | 25mm |
| Accursed Cultists: Torment | 40mm |
| Chaos Bikers | 75x42mm Oval Base |
| Chaos Land Raider | Hull |
| Chaos Lord | 40mm |
| Chaos Lord in Terminator Armour | 40mm |
| Chaos Lord with Jump Pack | 40mm |
| Chaos Predator Annihilator | Hull |
| Chaos Predator Destructor | Hull |
| Chaos Rhino | Hull |
| Chaos Spawn | 50mm |
| Chaos Terminator Squad | 40mm |
| Chaos Vindicator | Hull |
| Chosen | 32mm |
| Cultist Firebrand | 32mm |
| Cultist Mob | 25mm |
| Cypher | 32mm |
| Dark Apostle | 40mm |
| Dark Apostle: Dark Disciple | 25mm |
| Dark Commune: Blessed Blade | 28.5mm |
| Dark Commune: Cult Demagogue, Mindwitch, Iconarch | 32mm |
| Defiler | 160mm |
| Fabius Bile | 40mm |
| Fabius Bile: Surgeon Acolyte | 32mm |
| Fellgor beastmen | 32mm |
| Forgefiend | 120x92mm Oval Base |
| Haarken Worldclaimer | 40mm |
| Havocs | 40mm |
| Helbrute | 60mm |
| Heldrake | 120x92mm Oval Base |
| Heretic Astartes Daemon Prince | 60mm |
| Heretic Astartes Daemon Prince with Wings | 60mm |
| Huron Blackheart | 32mm |
| Khorne Lord of Skulls | Hull |
| Legionaries | 32mm |
| Lord Discordant on Helstalker | 120x92mm Oval Base |
| Master of Executions | 40mm |
| Master of Possession | 40mm |
| Maulerfiend | 120x92mm Oval Base |
| Nemesis Claw | 32mm |

| UNIT | BASE SIZE |
|---------------------------------|---------------------|
| Noctilith Crown | Hull |
| Obliterators | 50mm |
| Possessed | 40mm |
| Raptors | 32mm |
| Sorcerer | 40mm |
| Sorcerer in Terminator Armour | 40mm |
| Traitor Enforcer | 32mm |
| Traitor Enforcer: Traitor Ogryn | 40mm |
| Traitor Guardsmen Squad | 25mm |
| Vashtorr the Arkifane | 80mm |
| Venomcrawler | 100mm |
| Warp Talons | 32mm |
| Warpsmith | 60x35.5mm Oval Base |

DARK ANGELS

| UNIT | BASE SIZE |
|----------------------------|--------------------|
| Asmodai | 50mm |
| Azrael | 50mm |
| Belial | 50mm |
| Deathwing Knights | 40mm |
| Deathwing Terminator Squad | 40mm |
| Ezekiel | 25mm |
| Inner Circle Companions | 40mm |
| Land Speeder Vengeance | Large Flying Base |
| Lazarus | 40mm |
| Lion El'Jonson | 60mm |
| Nephilim Jetfighter | 120x92mm Oval Base |
| Ravenwing Black Knights | 75x42mm Oval Base |
| Ravenwing Command Squad | 75x42mm Oval Base |
| Ravenwing Dark Talon | 120x92mm Oval Base |
| Ravenwing Darkshroud | Large Flying Base |
| Sammael | Large Flying Base |

DEATH GUARD

| UNIT | BASE SIZE |
|---|-------------------|
| Biologus Putrifier | 40mm |
| Blightlord Terminators | 40mm |
| Chaos Land Raider | Hull |
| Chaos Predator Annihilator | Hull |
| Chaos Predator Destructor | Hull |
| Chaos Rhino | Hull |
| Chaos Spawn | 50mm |
| Daemon Prince of Nurgle | 60mm |
| Daemon Prince of Nurgle with Wings | 60mm |
| Deathshroud Terminators | 40mm |
| Defiler | 160mm |
| Foetid Bloat-Drone | 60mm |
| Foetid Bloat-drone with Heavy Blight Launcher | 60mm |
| Foul Blightspawn | 40mm |
| Helbrute | 60mm |
| Icon Bearer | 32mm |
| Lord of Contagion | 40mm |
| Lord of Poxes | 40mm |
| Lord of Virulence | 50mm |
| Malignant Plaguecaster | 32mm |
| Miasmic Malignifier | Hull |
| Mortarion | 100mm |
| Myphitic Blight-Haulers | 80mm |
| Noxious Blightbringer | 40mm |
| Plague Marines | 32mm |
| Plague Surgeon | 40mm |
| Plagueburst Crawler | Hull |
| Poxwalkers | 25mm |
| Tallyman | 40mm |
| Typhus | 50mm |
| DAEMONS | |
| Beasts of Nurgle | 60mm |
| Great Unclean One | 130mm |
| Nurglings | 40mm |
| Plague Drones | Large Flying Base |
| Plaguebearers | 32mm |
| Rotigus | 130mm |

DEATHWATCH

| UNIT | BASE SIZE |
|---|--------------------|
| Corvus Blackstar | 120x92mm Oval Base |
| Deathwatch Terminator Squad | 40mm |
| Deathwatch Veterans | 32mm |
| Decimus Kill Team: Kill Team Sergeant and Deathwatch Veterans | 32mm |
| Decimus Kill Team: Gravis Veterans | 40mm |
| Fortis Kill Team | 32mm |
| Indomitor Kill Team | 40mm |
| Spectrus Kill Team | 32mm |
| Spectrus Kill Team: Kill Team Infiltrators with bolt sniper rifles | 40mm |
| Talonstrike Kill Team | 32mm |
| Talonstrike Kill Team: Kill Team Heavy Intercessors with Jump Packs | 40mm |
| Watch Captain Artemis | 32mm |
| Watch Master | 32mm |

DRUKHARI

| UNIT | BASE SIZE |
|-----------------------------|--------------------|
| Archon | 32mm |
| Cronos | Large Flying Base |
| Drazhar | 40mm |
| Haemonculus | 25mm |
| Hand of the Archon | 25mm |
| Hellions | Small Flying Base |
| Incubi | 28.5mm |
| Kabalite Warriors | 25mm |
| Lady Malys | 32mm |
| Lelith Hesperax | 32mm |
| Mandrakes | 28.5mm |
| Raider | Large Flying Base |
| Ravager | Large Flying Base |
| Razorwing Jetfighter | 120x92mm Oval Base |
| Reavers | Small Flying Base |
| Scourges with Heavy Weapons | 32mm |
| Scourges with Shardcarbines | 32mm |
| Succubus | 25mm |
| Talos | Large Flying Base |
| Urien Rakarth | 25mm |
| Venom | Large Flying Base |
| Voidraven Bomber | 120x92mm Oval Base |
| Wracks | 25mm |
| Wyches | 25mm |

EMPEROR'S CHILDREN

| UNIT | BASE SIZE |
|--------------------------------------|---------------------|
| Chaos Land Raider | Hull |
| Chaos Rhino | Hull |
| Chaos Spawn | 50mm |
| Chaos Terminators | 40mm |
| Daemon Prince of Slaanesh | 60mm |
| Daemon Prince of Slaanesh with Wings | 60mm |
| Flawless Blades | 40mm |
| Fulgrim | 130mm |
| Heldrake | 120x92mm Oval Base |
| Infractors | 32mm |
| Lord Exultant | 40mm |
| Lord Kakophonist | 40mm |
| Lucius the Eternal | 50mm |
| Maulerfiend | 120x92mm Oval Base |
| Noise Marines | 40mm |
| Sorcerer | 40mm |
| Tormentors | 32mm |
| DAEMONS | |
| Daemonettes | 25mm |
| Fiends | 75x42mm Oval Base |
| Keeper of Secrets | 100mm |
| Seekers | 60x35.5mm Oval Base |
| Shalaxi Helbane | 100mm |

GENESTEALER CULTS

| UNIT | BASE SIZE |
|---|---------------------|
| Aberrants | 32mm |
| Abominant | 40mm |
| Achilles Ridgerunners | 120x92mm Oval Base |
| Acolyte Hybrids with Autopistols | 32mm |
| Acolyte Hybrids with Hand Flamers | 32mm |
| Acolyte Iconward | 32mm |
| Atalan Jackals | 60x35.5mm Oval Base |
| Atalan Jackals: Wolfquad | 60mm |
| Benefictus | 32mm |
| Biophagus | 25mm |
| Clamavus | 32mm |
| Goliath Rockgrinder | Hull |
| Goliath Truck | Hull |
| Hybrid Metamorphs | 32mm |
| Jackal Alphus | 60x35.5mm Oval Base |
| Kelermorph | 32mm |
| Locus | 32mm |
| Magus | 32mm |
| Neophyte Hybrids | 25mm |
| Neophyte Hybrids: Heavy stubber, Mining laser, Seismic cannon | 32mm |
| Nexos | 40mm |
| Patriarch | 50mm |
| Primus | 32mm |
| Purestrain Genestealers | 32mm |
| Reductus Saboteur | 32mm |
| Sanctus | 32mm |

GREY KNIGHTS

| UNIT | BASE SIZE |
|-------------------------------------|--------------------|
| Brother-Captain | 40mm |
| Brotherhood Champion | 32mm |
| Brotherhood Chaplain | 40mm |
| Brotherhood Librarian | 40mm |
| Brotherhood Techmarine | 32mm |
| Brotherhood Terminator Squad | 40mm |
| Castellan Crowe | 40mm |
| Grand Master | 40mm |
| Grand Master in Nemesis Dreadknight | 120x92mm Oval Base |
| Grand Master Voldus | 40mm |
| Interceptor Squad | 32mm |
| Land Raider | Hull |
| Land Raider Crusader | Hull |
| Land Raider Redeemer | Hull |
| Nemesis Dreadknight | 120x92mm Oval Base |
| Paladin Squad | 40mm |
| Purgation Squad | 32mm |
| Purifier Squad | 32mm |
| Razorback | Hull |
| Rhino | Hull |
| Stormhawk Interceptor | 120x92mm Oval Base |
| Stormraven Gunship | 120x92mm Oval Base |
| Stormtalon Gunship | 120x92mm Oval Base |
| Strike Squad | 32mm |
| Venerable Dreadnought | 60mm |
| IMPERIAL ARMOUR | |
| Grey Knights Thunderhawk Gunship | Unique |

IMPERIAL AGENTS

| UNIT | BASE SIZE |
|--|--------------------|
| Aquila Kill Team: Kill Team Sergeant and Deathwatch Veterans | 32mm |
| Aquila Kill Team: Gravis Veterans | 40mm |
| Callidus Assassin | 32mm |
| Corvus Blackstar | 120x92mm Oval Base |
| Culexus Assassin | 32mm |
| Deathwatch Kill Team | 32mm |
| Eversor Assassin | 32mm |
| Exaction Squad | 28.5mm |
| Exaction Squad: Cyber-mastiff | 25mm |
| Grey Knights Terminator Squad | 40mm |
| Imperial Navy Breachers | 25mm |
| Imperial Navy Breachers: Navis las-volley, endurant shield | 28.5mm |
| Imperial Rhino | Hull |
| Inquisitor | 32mm |
| Inquisitor Coteaz | 40mm |
| Inquisitor Draxus | 32mm |
| Inquisitor Greyfax | 32mm |
| Inquisitorial Agents | 25mm |
| Inquisitorial Agents: Gun Servitors | 32mm |
| Inquisitorial Chimera | Hull |
| Ministorum Priest | 32mm |
| Navigator | 32mm |
| Rogue Trader entourage | 25mm |
| Sanctifiers | 25mm |
| Sisters of Battle Immolator | Hull |
| Sisters of Battle Squad | 32mm |
| Subductor Squad | 28.5mm |
| Subductor Squad: Cyber-mastiff | 25mm |
| Vigilant Squad | 28.5mm |
| Vigilant Squad: Cyber-mastiff | 25mm |
| Vindicare Assassin | 32mm |
| Voidsman-at-Arms | 32mm |
| Watch Captain Artemis | 32mm |
| Watch Master | 32mm |

IMPERIAL KNIGHTS

| UNIT | BASE SIZE |
|----------------------------|---------------------|
| Armiger Helverin | 100mm |
| Armiger Warglaive | 100mm |
| Canis Rex | 170x109mm Oval Base |
| Knight Castellan | 170x109mm Oval Base |
| Knight Crusader | 170x109mm Oval Base |
| Knight Defender | 170x109mm Oval Base |
| Knight Errant | 170x109mm Oval Base |
| Knight Gallant | 170x109mm Oval Base |
| Knight Paladin | 170x109mm Oval Base |
| Knight Preceptor | 170x109mm Oval Base |
| Knight Valiant | 170x109mm Oval Base |
| Knight Warden | 170x109mm Oval Base |
| IMPERIAL ARMOUR | |
| Acastus Knight Asterius | Hull |
| Acastus Knight Porphyron | Hull |
| Armiger Moirax | 100mm |
| Cerastus Knight Acheron | 170x109mm Oval Base |
| Cerastus Knight Atrapos | 170x109mm Oval Base |
| Cerastus Knight Castigator | 170x109mm Oval Base |
| Cerastus Knight Lancer | 170x109mm Oval Base |
| Questoris Knight Magaera | 170x109mm Oval Base |
| Questoris Knight Styrix | 170x109mm Oval Base |

LEAGUES OF VOTANN

| UNIT | BASE SIZE |
|--|---------------------|
| Arkanyst Evaluator | 32mm |
| Brôkhvir Iron-master | 32mm |
| Brôkhvir Iron-master: E-COG | 25mm |
| Brôkhvir Iron-master: Ironkin Assistant | 28.5mm |
| Brôkhvir Thunderkyn | 40mm |
| Buri Aegvirssen | 40mm |
| Cthonian Berserks | 28.5mm |
| Cthonian Berserks: Mole grenade launcher | 50mm |
| Cthonian Earthshakers | 80mm |
| Einhrv Champion | 40mm |
| Einhrv Hearthguard | 32mm |
| Grimnvr | 40mm |
| Grimnvr: CORV | 25mm |
| Hearthkyn Warriors | 28.5mm |
| Hekaton Land Fortress | Hull |
| Hernkyn Pioneers | 90x52.5mm Oval Base |
| Hernkyn Yaegirs | 28.5mm |
| Ironkin Steeljacks with Heavy Volkanite Disintegrators | 40mm |
| Ironkin Steeljacks with Melee Weapons | 40mm |
| Kâhl | 40mm |
| Kapricus Carrier | 105x70 Oval Base |
| Kapricus Defenders | 105x70 Oval Base |
| Memnvr Strategist | 32mm |
| Sagitaur | Hull |
| Ûthar the Destined | 40mm |

NECRONS

| UNIT | BASE SIZE |
|------------------------------------|--------------------|
| Annihilation Barge | Large Flying Base |
| C'tan Shard of the Deceiver | 40mm |
| C'tan Shard of the Nightbringer | 40mm |
| C'tan Shard of the Void Dragon | 80mm |
| Canoptek Doomstalker | 90mm |
| Canoptek Macrocytes | 28.5mm |
| Canoptek Reanimator | 60mm |
| Canoptek Scarab Swarms | 40mm |
| Canoptek Spydres | 60mm |
| Canoptek Tomb Crawlers | 50mm |
| Canoptek Wraiths | 50mm |
| Catacomb Command Barge | Large Flying Base |
| Chronomancer | 40mm |
| Convergence of Dominion | Hull |
| Cryptothralls | 32mm |
| Deathmarks | 32mm |
| Doom Scythe | 120x92mm Oval Base |
| Doomsday Ark | Large Flying Base |
| Flayed Ones | 28.5mm |
| Geomancer | 50mm |
| Ghost Ark | Large Flying Base |
| Hexmark Destroyer | 50mm |
| Illuminor Szeras | 80mm |
| Immortals | 32mm |
| Imotekh the Stormlord | 40mm |
| Lokhust Destroyers | Large Flying Base |
| Lokhust Heavy Destroyers | 60mm |
| Lokhust Lord | Large Flying Base |
| Lychguard | 32mm |
| Monolith | 160mm |
| Necron Warriors | 32mm |
| Night Scythe | 120x92mm Oval Base |
| Obelisk | 120x92mm Oval Base |
| Ophydian Destroyers | 50mm |
| Orikan the Diviner | 40mm |
| Overlord | 40mm |
| Overlord with Translocation Shroud | 40mm |
| Plasmancer | 32mm |
| Psychomancer | 40mm |
| Royal Warden | 32mm |
| Skorpekh Destroyers | 50mm |

| UNIT | BASE SIZE |
|-----------------------------------|--------------------|
| Skorpekh Lord | 60mm |
| Technomancer | 50mm |
| Tesseract Vault | 120x92mm Oval Base |
| The Silent King: Szarekh | 100mm |
| The Silent King: Triarchal Menhir | 50mm |
| Tomb Blades | Small Flying Base |
| Transcendent C'tan | 60mm |
| Trazyn the Infinite | 25mm |
| Triarch Praetorians | 32mm |
| Triarch Stalker | Hull |
| IMPERIAL ARMOUR | |
| Seraptek Heavy Construct | Hull |

ORKS

| UNIT | BASE SIZE |
|-------------------------------|---------------------|
| Battlewagon | Hull |
| Beast Snagga Boyz | 32mm |
| Beastboss | 50mm |
| Beastboss on Squigosaur | 80mm |
| Big Mek | 50mm |
| Big Mek in Mega Armour | 40mm |
| Big Mek with Shokk Attack Gun | 40mm |
| Big'ed Bossbunka | Hull |
| Blitza-bommer | 120x92mm Oval Base |
| Boomdakka Snazzwagon | 150x95mm Oval Base |
| Boss Snikrot | 40mm |
| Boyz | 32mm |
| Breaka Boyz | 32mm |
| Breaka Boyz: Boss Nob | 40mm |
| Burna Boyz | 32mm |
| Burna-bommer | 120x92mm Oval Base |
| Dakkajet | 120x92mm Oval Base |
| Deff Dread | 60mm |
| Deffkilla Wartrike | 150x95mm Oval Base |
| Deffkoptas | 75x42mm Oval Base |
| Flash Gitz | 40mm |
| Ghazghkull Thraka | 80mm |
| Ghazghkull Thraka: Makari | 25mm |
| Gorkanaut | 170x109mm Oval Base |
| Gretchin | 25mm |
| Gretchin: Runtherd | 32mm |
| Hunta Rig | 170x109mm Oval Base |
| Kill Rig | 170x109mm Oval Base |
| Killa Kans | 60mm |
| Kommandos | 32mm |
| Kustom Boosta-blasta | 150x95mm Oval Base |
| Lootas | 32mm |
| Meganobz | 40mm |
| Megatrakk Scrapjet | 150x95mm Oval Base |
| Mek | 32mm |
| Mek Gunz | Hull |
| Morkanaut | 170x109mm Oval Base |
| Mozrog Skragbad | 80mm |
| Nobz | 32mm |
| Painboss | 40mm |
| Painboy | 32mm |

| UNIT | BASE SIZE |
|------------------------------------|---------------------|
| Rukkatrukk Squigbuggy | 150x95mm Oval Base |
| Shokkjump Dragsta | 150x95mm Oval Base |
| Squighog Boyz | 75x42mm Oval Base |
| Squighog Boyz: Nob on Smasha Squig | 90x52.5mm Oval Base |
| Stompa | Hull |
| Stormboyz | 32mm |
| Tankbustas | 32mm |
| Tankbustas: Boss Nob | 40mm |
| Trukk | Hull |
| Warbikers | 75x42mm Oval Base |
| Warboss | 40mm |
| Warboss in Mega Armour | 50mm |
| Wazbom Blastajet | 150x95mm Oval Base |
| Weirdboy | 40mm |
| Wurrboy | 32mm |
| Zodgrod Wortsnagga | 50mm |
| IMPERIAL ARMOUR | |
| Gargantuan Squiggoth | Hull |

SPACE MARINES

| UNIT | BASE SIZE |
|--------------------------------------|---------------------|
| Adrax Agatone | 40mm |
| Aethon Shaan | 50mm |
| Aggressor Squad | 40mm |
| Ancient | 40mm |
| Ancient in Terminator Armour | 40mm |
| Apothecary | 40mm |
| Apothecary Biologis | 40mm |
| Assault Intercessor Squad | 32mm |
| Assault Intercessors with Jump Packs | 32mm |
| Ballistus Dreadnought | 90mm |
| Bladeguard Ancient | 40mm |
| Bladeguard Veteran Squad | 40mm |
| Brutalis Dreadnought | 90mm |
| Caanok Var | 50mm |
| Captain | 40mm |
| Captain in Gravis Armour | 40mm |
| Captain in Phobos Armour | 40mm |
| Captain in Terminator Armour | 50mm |
| Captain Sicarius | 32mm |
| Captain with Jump Pack | 40mm |
| Cato Sicarius | 40mm |
| Centurion Assault Squad | 50mm |
| Centurion Devastator Squad | 50mm |
| Chaplain | 40mm |
| Chaplain in Terminator Armour | 40mm |
| Chaplain on Bike | 90x52.5mm Oval Base |
| Chaplain with Jump Pack | 32mm |
| Chief Librarian Tigurius | 40mm |
| Company Heroes | 40mm |
| Darnath Lysander | 50mm |
| Desolation Squad | 32mm |
| Devastator Squad | 32mm |
| Dreadnought | 60mm |
| Drop Pod | Hull |
| Eliminator Squad | 40mm |
| Eradicator Squad | 40mm |
| Firestrike Servo-turrets | 80mm |
| Gladiator Lancer | 100mm |
| Gladiator Reaper | 100mm |
| Gladiator Valiant | 100mm |
| Hammerfall Bunker | Hull |

| UNIT | BASE SIZE |
|--|---------------------|
| Heavy Intercessor Squad | 40mm |
| Hellblaster Squad | 32mm |
| Impulsor | 100mm |
| Inceptor Squad | 40mm |
| Incursor Squad | 32mm |
| Infernus Squad | 32mm |
| Infiltrator Squad | 32mm |
| Intercessor Squad | 32mm |
| Invader ATV | Hull |
| Invictor Tactical Warsuit | 90mm |
| Iron Father Feirros | 40mm |
| Judiciar | 40mm |
| Kayvaan Shrike | 40mm |
| Kor'sarro Khan | 40mm |
| Land Raider | Hull |
| Land Raider Crusader | Hull |
| Land Raider Redeemer | Hull |
| Librarian | 40mm |
| Librarian in Phobos Armour | 40mm |
| Librarian in Terminator Armour | 40mm |
| Lieutenant | 40mm |
| Lieutenant in Phobos Armour | 40mm |
| Lieutenant in Reiver Armour | 40mm |
| Lieutenant Titus | 40mm |
| Lieutenant with Combi-weapon | 40mm |
| Marneus Calgar | 50mm |
| Marneus Calgar: Victrix Honour Guard | 40mm |
| Marneus Calgar in Armour of Antilochus | 50mm |
| Outrider Squad | 90x52.5mm Oval Base |
| Pedro Kantor | 32mm |
| Predator Annihilator | Hull |
| Predator Destructor | Hull |
| Razorback | Hull |
| Redemptor Dreadnought | 90mm |
| Reiver Squad | 32mm |
| Repulsor | 100mm |
| Repulsor Executioner | 100mm |
| Rhino | Hull |
| Roboute Guilliman | 60mm |
| Scout Squad | 28.5mm |
| Sternguard Veteran Squad | 32mm |
| Storm Speeder Hailstrike | 90mm |
| Storm Speeder Hammerstrike | 90mm |
| Storm Speeder Thunderstrike | 90mm |

| UNIT | BASE SIZE |
|--|---------------------|
| Stormhawk Interceptor | 120x92mm Oval Base |
| Stormraven Gunship | 120x92mm Oval Base |
| Stormtalon Gunship | 120x92mm Oval Base |
| Suboden Khan | 90x52.5mm Oval Base |
| Suppressor Squad | 40mm |
| Tactical Squad | 32mm |
| Techmarine | 40mm |
| Terminator Assault Squad | 40mm |
| Terminator Squad | 40mm |
| Tor Garadon | 40mm |
| Uriel Ventriss | 40mm |
| Vanguard Veteran Squad with Jump Packs | 32mm |
| Victrix Honour Guard | 40mm |
| Vindicator | Hull |
| Vulkan He'stan | 40mm |
| Whirlwind | Hull |
| IMPERIAL ARMOUR | |
| Astraeus | Hull |
| Thunderhawk Gunship | Unique |

SPACE WOLVES

| UNIT | BASE SIZE |
|---------------------------------------|---------------------|
| Arjac Rockfist | 50mm |
| Bjorn the Fell-handed | 60mm |
| Blood Claws | 32mm |
| Fenrisian Wolves | 40mm |
| Grey Hunters | 32mm |
| Iron Priest | 32mm |
| Logan Grimnar | 80mm |
| Murderfang | 60mm |
| Njal Stormcaller | 40mm |
| Ragnar Blackmane | 40mm |
| Thunderwolf Cavalry | 60mm |
| Ulrik the Slayer | 32mm |
| Venerable Dreadnought | 60mm |
| Wolf Guard Battle Leader | 40mm |
| Wolf Guard Headtakers | 40mm |
| Wolf Guard Headtakers: Hunting Wolves | 60x35.5mm Oval Base |
| Wolf Guard Terminators | 40mm |
| Wolf Priest | 40mm |
| Wolf Scouts | 32mm |
| Wolf Scouts: Hunting Wolves | 60x35.5mm Oval Base |
| Wulfen | 40mm |
| Wulfen Dreadnought | 60mm |
| Wulfen with Storm Shields | 40mm |

T'AU EMPIRE

| UNIT | BASE SIZE |
|--------------------------------------|---------------------|
| Breacher Team | 25mm |
| Broadside Battlesuits | 60mm |
| Cadre Fireblade | 25mm |
| Commander Farsight | 60mm |
| Commander in Coldstar Battlesuit | 60mm |
| Commander in Enforcer Battlesuit | 60mm |
| Commander Shadowsun | 50mm |
| Crisis Fireknife Battlesuits | 50mm |
| Crisis Starscythe Battlesuits | 50mm |
| Crisis Sunforge Battlesuits | 50mm |
| Darkstrider | 32mm |
| Devilfish | Large Flying Base |
| Ethereal | 40mm |
| Firesight Team | 40mm |
| Ghostkeel Battlesuit | 105x70mm Oval Base |
| Hammerhead Gunship | Large Flying Base |
| Kroot Carnivores | 28.5mm |
| Kroot Farstalkers | 28.5mm |
| Kroot Farstalkers: Kroot Kill-broker | 32mm |
| Kroot Flesh Shaper | 32mm |
| Kroot Hounds | 28.5mm |
| Kroot Lone-spear | 90x52.5mm Oval Base |
| Kroot Trail Shaper | 32mm |
| Kroot War Shaper | 32mm |
| Krootox Rampagers | 50mm |
| Krootox Riders | 50mm |
| Pathfinder Team | 25mm |
| Piranhas | Large Flying Base |
| Razorshark Strike Fighter | 120x92mm Oval Base |
| Riptide Battlesuit | 120x92mm Oval Base |
| Sky Ray Gunship | Large Flying Base |
| Stealth Battlesuits | 32mm |
| Stormsurge | 170x109mm Oval Base |
| Strike Team | 25mm |
| Sun Shark Bomber | 120x92mm Oval Base |
| Tidewall Defence Platform | Hull |
| Tidewall Droneport | Hull |
| Tidewall Gunrig | Hull |
| Tidewall Shieldline | Hull |
| Vespid Stingwings | 28.5mm |

| UNIT | BASE SIZE |
|--------------------------|-----------|
| IMPERIAL ARMOUR | |
| AX-1-0 Tiger Shark | 160mm |
| Manta | Unique |
| Ta'unar Supremacy Armour | 160mm |
| Tiger Shark | 160mm |

THOUSAND SONS

| UNIT | BASE SIZE |
|--|--------------------|
| Ahriman | 40mm |
| Chaos Land Raider | Hull |
| Chaos Predator Annihilator | Hull |
| Chaos Predator Destructor | Hull |
| Chaos Rhino | Hull |
| Chaos Spawn | 50mm |
| Chaos Vindicator | Hull |
| Daemon Prince of Tzeentch | 60mm |
| Daemon Prince of Tzeentch with Wings | 60mm |
| Defiler | 160mm |
| Exalted Sorcerer | 32mm |
| Exalted Sorcerer on Disc of Tzeentch | 40mm |
| Forgefiend | 120x92mm Oval Base |
| Helbrute | 60mm |
| Heldrake | 120x92mm Oval Base |
| Infernal Master | 40mm |
| Magnus the Red | 100mm |
| Maulerfiend | 120x92mm Oval Base |
| Mutalith Vortex Beast | 120x92mm Oval Base |
| Rubic Marines | 32mm |
| Scarab Occult Terminators | 40mm |
| Sekhetar Robots | 40mm |
| Sorcerer | 32mm |
| Sorcerer in Terminator Armour | 40mm |
| Tzaangor Enlightened | 40mm |
| Tzaangor Enlightened with Fatecaster Greatbows | 40mm |
| Tzaangor Shaman | 40mm |
| Tzaangors | 32mm |
| DAEMONS | |
| Blue Horrors | 25mm |
| Flamers | 32mm |
| Kairos Fateweaver | 100mm |
| Lord of Change | 100mm |
| Pink Horrors | 32mm |
| Screamers | Small Flying Base |

TYRANIDS

| UNIT | BASE SIZE |
|--|--------------------|
| Barbgaunts | 40mm |
| Biovores | 80mm |
| Broodlord | 75x42mm Oval Base |
| Carnifexes | 105x70mm Oval Base |
| Deathleaper | 60mm |
| Exocrine | 120x92mm Oval Base |
| Gargoyles | Small Flying Base |
| Genestealers | 32mm |
| Harpy | 120x92mm Oval Base |
| Haruspex | 120x92mm Oval Base |
| Hive Crone | 120x92mm Oval Base |
| Hive Guard | 50mm |
| Hive Tyrant | 60mm |
| Hormagaunts | 28.5mm |
| Lictor | 50mm |
| Maleceptor | 120x92mm Oval Base |
| Mawloc | 120x92mm Oval Base |
| Mucolid Spores | 40mm |
| Neurogaunts | 25mm |
| Neurogaunts: Nodebeasts | 28.5mm |
| Neurolictor | 50mm |
| Neurotyrant | 50mm |
| Norn Assimilator | 100mm |
| Norn Emissary | 100mm |
| Old One Eye | 105x70mm Oval Base |
| Parasite of Mortrex | 40mm |
| Psychophage | 120x92mm Oval Base |
| Pyrovores | 80mm |
| Raveners | 40mm |
| Ripper Swarms | 40mm |
| Screamer-killer | 90mm |
| Spore Mines | 25mm |
| Sporocyst | Hull |
| Termagants | 28.5mm |
| Tervigon | 120x92mm Oval Base |
| The Swarmlord | 60mm |
| Toxicrene | 120x92mm Oval Base |
| Trygon | 120x92mm Oval Base |
| Tyranid Warriors with Melee Bio-weapons | 50mm |
| Tyranid Warriors with Ranged Bio-weapons | 50mm |
| Tyrannocyte | 100mm |

| UNIT | BASE SIZE |
|----------------------|--------------------|
| Tyrannofex | 120x92mm Oval Base |
| Tyrant Guard | 50mm |
| Venomthropes | 40mm |
| Von Ryan's Leapers | 40mm |
| Winged Hive Tyrant | 60mm |
| Winged Tyranid Prime | 50mm |
| Zoanthropes | 40mm |
| IMPERIAL ARMOUR | |
| Harridan | Unique |
| Hierophant | Hull |

WORLD EATERS

| UNIT | BASE SIZE |
|------------------------------------|---------------------|
| Angron | 100mm |
| Chaos Land Raider | Hull |
| Chaos Predator Annihilator | Hull |
| Chaos Predator Destructor | Hull |
| Chaos Rhino | Hull |
| Chaos Spawn | 50mm |
| Daemon Prince of Khorne | 60mm |
| Daemon Prince of Khorne with Wings | 60mm |
| Defiler | 160mm |
| Eightbound | 40mm |
| Exalted Eightbound | 40mm |
| Forgefiend | 120x92mm Oval Base |
| Goremongers | 32mm |
| Helbrute | 60mm |
| Heldrake | 120x92mm Oval Base |
| Jakhals | 28.5mm |
| Jakhals: Dishonoured | 40mm |
| Khârn the Betrayer | 40mm |
| Khorne Berzerkers | 32mm |
| Khorne Lord of Skulls | Hull |
| Lord Invocatus | 90x52.5mm Oval Base |
| Lord on Juggernaut | 90x52.5mm Oval Base |
| Master of Executions | 40mm |
| Maulerfiend | 120x92mm Oval Base |
| Slaughterbound | 50mm |
| Terminator Squad | 40mm |
| DAEMONS | |
| Bloodcrushers | 90x52.5mm Oval Base |
| Bloodletters | 32mm |
| Bloodthirster | 120x92mm Oval Base |
| Flesh Hounds | 60x35.5mm Oval Base |
| Skarbrand | 100mm |