



WARHAMMER EVENT COMPANION

VERSION 1.2

WHAT'S NEW?

- Determine a Layout step updated.
- Errata and FAQs updates.
- Layouts updated (as listed on p7).

INTRODUCTION

Welcome to the Warhammer Event Companion! This document is designed to help you run and play in organised events, from local leagues to the world championships. It uses the most recent Chapter Approved Mission Deck to create the best experiences for all hobbyists.

Within this companion, you'll find a ready-made framework for levelling the playing field and getting games underway quickly. Its recommendations will be followed in full at most Games Workshop Warhammer Events, and are considered the official way to play Warhammer 40,000 in an event setting, but can be adapted to suit your own circumstances.

The recommendations are presented as follows:

- **Warhammer Event Mission Sequence:** Adjustments to the steps players would normally follow to generate a mission and prepare the battlefield.
- **Chapter Approved Mission Deck Errata & FAQs:** Updates to certain cards and answers to frequently asked questions.
- **Pairings and Rankings:** Advice for fairly pairing players and determining rankings.
- **Terrain Layouts:** A suite of carefully designed terrain setups to be used in conjunction with the Chapter Approved Mission Deck.
- **Base Size Guide:** The most up-to-date base sizes appropriate for all Warhammer 40,000 models that can be used in Warhammer Events.

Designer's Note: This companion does not use the full contents of the Chapter Approved Mission Deck; it has been written to provide the best experience in a Warhammer Event. For this reason we have not included the Deployment or Twist cards, which are left for pick-up-and-play games.

This companion does not include rules and recommendations for doubles, teams or Dominatus Warhammer Events. These can be found on warhammer-community.com.

GENERATING COMMAND POINTS

Excluding Core CP, each player can gain a maximum of 1CP per battle round (including the CP gained when a player discards an active Secondary Mission card).

WARHAMMER EVENT MISSION SEQUENCE

Before attending a Warhammer Event, each player completes the following step:

1 MUSTER ARMIES

Muster armies as described in the Warhammer 40,000 app, with the following exception: once they have mustered their army, a player selects one Force Disposition card available to them and records that on their roster.

A Warhammer Event battle is then waged by completing the remaining steps below:

2 DETERMINE MISSION

Each player finds their opponent's Force Disposition symbol on their Force Disposition card. The Primary Mission that is listed below that symbol is that player's Primary Mission, which describes how to score VP.

3 DETERMINE A LAYOUT

Each combination of Primary Missions has three recommended layouts, labelled A, B and C. These can be found in the Warhammer 40,000 app and at the end of this companion. As directed by the Warhammer Event organiser, the players either use the layout specified or randomly determine which of these layouts to use.

We recommend running through layouts A, B and C sequentially, repeating this as needed for the number of games being played.

Examples: For a 5 round event, we recommend the layout order A, B, C, A, B. For a 6 round event, we recommend A, B, C, A, B, C. For an 8 round event, we recommend A, B, C, A, B, C, A, B.

4 CREATE THE BATTLEFIELD
Missions are played on rectangular battlefields 44" by 60" in size. Players set up the **terrain areas** as shown in the selected layout, then set up **terrain features** on those **terrain areas** as shown in the selected layout.

5 DETERMINE ATTACKER AND DEFENDER
Players look at the selected layout and agree which edges of the battlefield the players have set up correspond with the Attacker's and Defender's battlefield edges labelled on the card.

Roll off: the winner decides who will be the Attacker and who will be the Defender.

6 SELECT SECONDARY MISSIONS
Secondary Mission cards detail additional ways to score VP. Players now secretly note down whether they will use Tactical or Fixed Secondary Missions. If using Fixed Missions, they also note down which two Fixed Missions they will use (see below). Players then reveal these decisions.

FIXED MISSIONS

 Fixed Missions are those marked with the symbol shown on the left. If you are using Fixed Missions, display your selected Fixed Mission cards face-up. Fixed Missions cannot be discarded and are active for you throughout the battle.

TACTICAL MISSIONS

If you are using Tactical Missions, shuffle your Secondary Mission deck face-down.

- At the start of your Command phase, draw two Secondary Missions face-up from your Secondary Missions deck; these Secondary Missions are active for you.
- (Once per battle) At the end of your Command phase, you can spend 1CP to discard one of your active Secondary Mission cards and draw one new Secondary Mission card.

ACHIEVING SECONDARY MISSIONS

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

- First, if you met the conditions on one or more Secondary Missions, you can gain the VP specified on that card. If you do, and if you are using Tactical Secondary Missions, discard that Secondary Mission – it is achieved.
- Then, if it is your turn and you are using Tactical Secondary Missions, you can discard one or more of your active Secondary Missions. If you do, you gain 1CP.

7 DECLARE BATTLE FORMATIONS
Players secretly note down, in order:

- Which of their units will start the battle embarked within which **TRANSPORTS**.
- Which of their units will start the battle in **strategic reserves**.

Players then reveal these decisions.

8 DEPLOY ARMIES
Players take it in turns to set up their units (excluding those in **strategic reserves**) one at a time, wholly within their deployment zone, starting with the Defender. If you set up a **TITANIC** unit when it is your turn to set up a unit, skip your next turn to set up a unit. Once you have finished setting up your units, if your opponent has any units that have not been set up, they set up those units.

9 REDEPLOY UNITS
Some rules let you redeploy certain units after both armies are deployed. Unless otherwise stated, you resolve those rules in this step. Players alternate resolving any such rules, starting with the Attacker. Units placed in **strategic reserves** in this step do not count towards the combined points value of your **strategic reserves** units.

10 DETERMINE FIRST TURN
Roll off: the winner takes the first turn.

11 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.

12 BEGIN THE BATTLE
The first battle round begins.

13 END THE BATTLE
The battle ends after five battle rounds have been completed. Even if you have no models remaining in your army at the start of your turn, players continue to play out their turns until the battle ends.

14 DETERMINE VICTOR
Each player scores 10VP if their army is painted to a Battle Ready standard. At the end of the battle, the player with the most VP is the victor. If the players are tied, the battle is a draw. The maximum VP that can be scored from each source of VP is listed below. Any VP you score in excess of these maximums are ignored.

VP SOURCE	MAXIMUM VP
PRIMARY MISSION	45VP Up to 15VP per battle round
SECONDARY MISSIONS	45VP Up to 15VP per battle round*
BATTLE READY ARMY	10VP
* In addition, you can gain a maximum of 20VP per Fixed Secondary Mission card.	

DESIGNER'S NOTES

'CUMULATIVE' AND 'OR' CONDITIONS

Some cards include a condition marked as 'cumulative' that follows a normal condition. If a player achieves the cumulative condition, they gain the VP for both that and the normal condition.

Some cards include one or more conditions marked 'or' that follow a normal condition. A player can only gain VP for one of these conditions or the normal condition.

LEAVES THE BATTELEFIELD

Some cards refer to a unit or units leaving the battlefield. A unit leaves the battlefield if it is destroyed, if it embarks on a **TRANSPORT**, or if a rule removes that unit from the battlefield (e.g. to place it in **strategic reserves**).

ONE

When a card states 'one', underlined, it means exactly one, not one or more.

VP UP TO A LIMIT

Some cards award VP up to a limit, e.g. (up to 5VP). In such cases, any VP you score in excess of this limit are ignored.

WHEN DRAWN

Some Secondary Mission cards begin with a 'When Drawn' section. Note that this section only applies if you are using Tactical Secondary Missions.

CHAPTER APPROVED MISSION DECK ERRATA AND FAQs

When playing in a Warhammer Event Mission, the following amendments to cards in the Chapter Approved Mission Deck are used.

None.

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

Q: The Plunder Secondary Mission references 'One unit within a **terrain area** that is not within your territory.' Is the requirement to be 'not within your territory' referring to the unit or the **terrain area**?

A: The **terrain area**.

Q: If the unit I select to be my Beacon unit upon drawing the Beacon Secondary Mission is **destroyed** prior to achieving the mission, can I select a new Beacon unit?

A: No, which means you will be unable to achieve that mission. We recommend discarding it on your turn to gain 1CP!

Q: For the purposes of VP scoring limits, is the end of the battle the same timing as the end of the fifth battle round?

A: No, VP scored at the end of the battle are not subject to the 15VP per battle round scoring limit.

Q: When a mission action places an operation marker and applies a status (e.g. 'decoyed'), does removing that operation marker also remove that status?

A: Yes.

Q: Some Primary Mission cards let a player place operation markers on the battlefield. Can I remove these?

A: Your Primary Mission card will specify how and when you can remove operation markers from the battlefield. If it doesn't, you cannot remove operation markers.

Q: For the Death Trap Primary Mission, one objective reads 'One or more enemy units that started the turn within a terrain area were destroyed, if that terrain area is trapped.' Does that terrain area have to have been trapped at the point that enemy unit was destroyed?

A: No.

Q: For the Surveil the Foe Primary Mission, one objective reads 'One or more enemy units were surveilled this turn, unless each of those units is within range of one or more objectives that have one or more operation markers within range of them.' For an enemy unit within range of an objective with an operation marker, can I achieve this objective if I remove the operation marker after surveilling that unit, as long as it is within the same turn?

A: Yes.

Q: For the Vital Link Primary Mission, if there is more than one central objective, can I score the cumulative VP for my operation markers regardless of which central objective(s) they are within?

A: Yes, as long as you control the objective(s) those operation markers are within.

PAIRINGS AND RANKINGS

There are countless different ways in which a Warhammer 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 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, e.g. pairing a player with a win/loss record of 3-1 with another player with the same win/loss record, 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 APPENDIX, ERRATA AND FAQs

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.

To address any such uncertainties, the Warhammer 40,000 app contains a comprehensive Rules Appendix, along with faction-specific errata and FAQ entries. 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 Event?

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*



TERRAIN LAYOUTS

The following layouts are presented for Warhammer Event organisers and players to use in all of their games of Warhammer 40,000 using the most recent Chapter Approved Mission Deck. These are the layouts that are used at Games Workshop events and are designed for the best experience by the Warhammer Studio team, to reflect battlefields that create risk-and-reward decisions with each player's objectives in mind.

Each combination of Primary Missions has three recommended layouts, labelled A, B and C. As directed by the Warhammer Event organiser, the players either use the layout specified or randomly determine which of these layouts to use.

RECOMMENDED TERRAIN AREA FOOTPRINTS

We have listed the **terrain area** footprints these recommended layouts use. You can find a PDF with these footprints ready for you to print on warhammer-community.com.

TERRAIN AREA FOOTPRINT SIZE	QUANTITY
6" x 4"	4
10" x 2.5"	2
6" x 2"	4
7" x 11.5"	4
8" x 11.5" Polygon	2

TERRAIN FEATURES

Each layout is shown with the **terrain features** from the *Battlefields: Armageddon* box using the 'Warhammer recommended' build configuration from the construction booklet. We've denoted each **terrain feature** from that set as either a **dense** or **light terrain feature** in these layouts. The configurations of the **terrain features** and **terrain areas** are designed to create the best experience with the **Hidden** rule and movement rules for various units, and to create plenty of interesting decisions during a battle. We've also purposely left space between a **terrain feature** and the edge of the **terrain area** to allow a line of models to be on the **terrain area** from the 'outside'.

If you do not have the *Battlefields: Armageddon* terrain, it is possible to recreate these layouts with your own terrain that is close to the same size of the various **terrain features** by denoting for all players if they are **dense** or **light terrain features**.

LAYOUTS UPDATED

- Take and Hold vs Take and Hold: Layout B
- Take and Hold vs Take and Hold: Layout C
- Take and Hold vs Priority Assets: Layout B
- Take and Hold vs Reconnaissance: Layout A
- Take and Hold vs Reconnaissance: Layout C
- Take and Hold vs Disruption: Layout A
- Take and Hold vs Disruption: Layout B
- Take and Hold vs Disruption: Layout C
- Purge the Foe vs Purge the Foe: Layout A
- Purge the Foe vs Purge the Foe: Layout B
- Purge the Foe vs Purge the Foe: Layout C
- Purge the Foe vs Priority Assets: Layout B
- Purge the Foe vs Reconnaissance: Layout A
- Purge the Foe vs Reconnaissance: Layout C
- Purge the Foe vs Disruption: Layout A
- Purge the Foe vs Disruption: Layout B
- Priority Assets vs Priority Assets: Layout B
- Priority Assets vs Priority Assets: Layout C
- Priority Assets vs Reconnaissance: Layout B
- Priority Assets vs Disruption: Layout A
- Priority Assets vs Disruption: Layout B
- Priority Assets vs Disruption: Layout C
- Reconnaissance vs Reconnaissance: Layout A
- Reconnaissance vs Reconnaissance: Layout B
- Reconnaissance vs Reconnaissance: Layout C
- Reconnaissance vs Disruption: Layout A
- Reconnaissance vs Disruption: Layout B

LAYOUTS KEY



Dense Terrain
(coloured green)



Light Terrain
(coloured yellow)



The letters marking each terrain feature correspond with the component markings on the *Battlefields: Armageddon* terrain set.



Separate Terrain Areas



Single Terrain Area



ATTACKER'S DEPLOYMENT ZONE

The Attacker sets up their units wholly within this area.



DEFENDER'S DEPLOYMENT ZONE

The Defender sets up their units wholly within this area.



NO MAN'S LAND

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



ATTACKER'S TERRITORY

The half of the battlefield that includes the Attacker's deployment zone.



DEFENDER'S TERRITORY

The half of the battlefield that includes the Defender's deployment zone.

ATTACKER'S BATTLEFIELD EDGE



DEFENDER'S BATTLEFIELD EDGE



OBJECTIVE POINTS

The type, quantity and locations of objectives are shown with these icons:



Home Objective



Central Objective



Expansion Objective



FORCE DISPOSITION

TAKE AND HOLD

MISSION

BATTLEFIELD DOMINANCE

VS



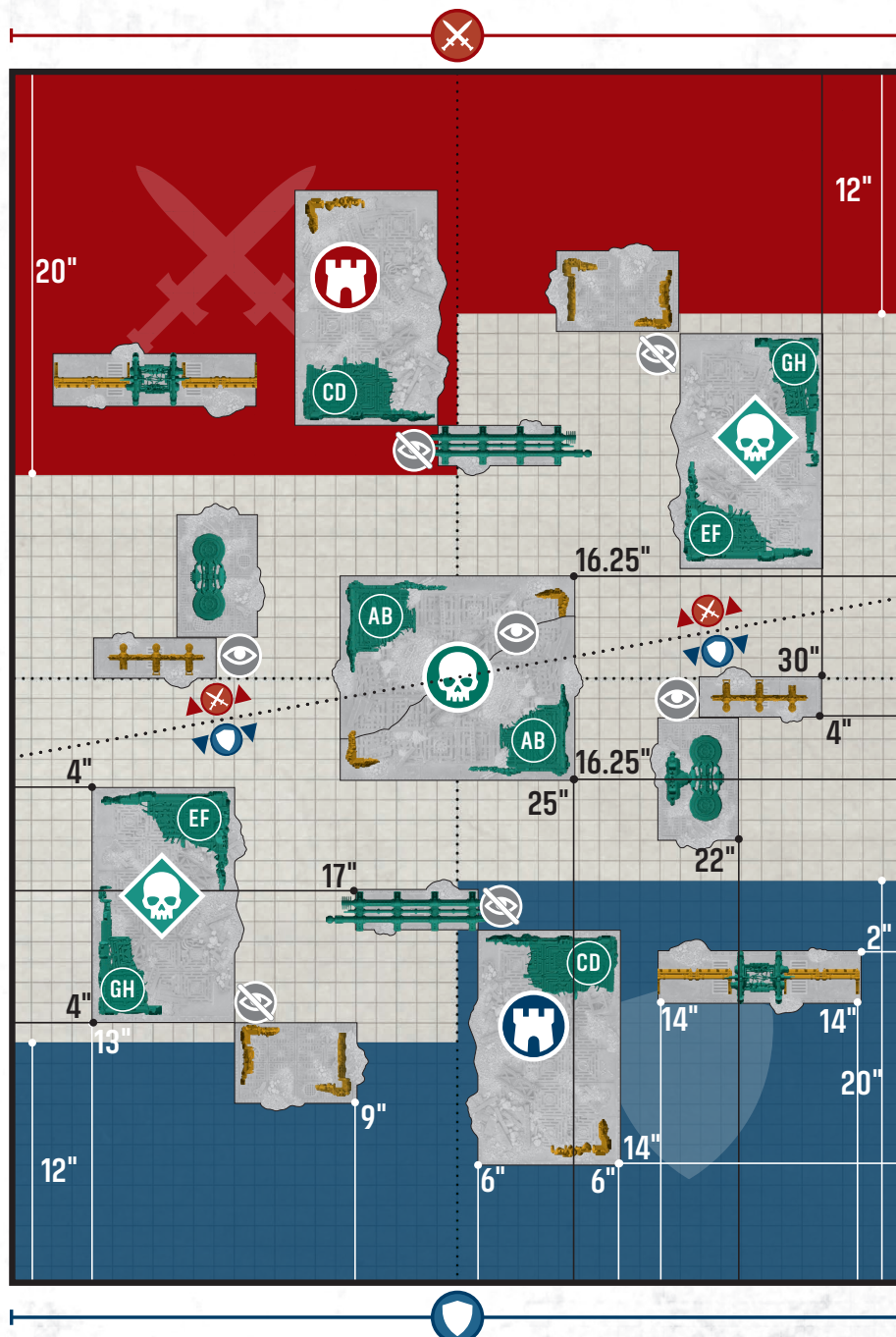
FORCE DISPOSITION

TAKE AND HOLD

MISSION

BATTLEFIELD DOMINANCE

LAYOUT A





MISSION

BATTLEFIELD DOMINANCE

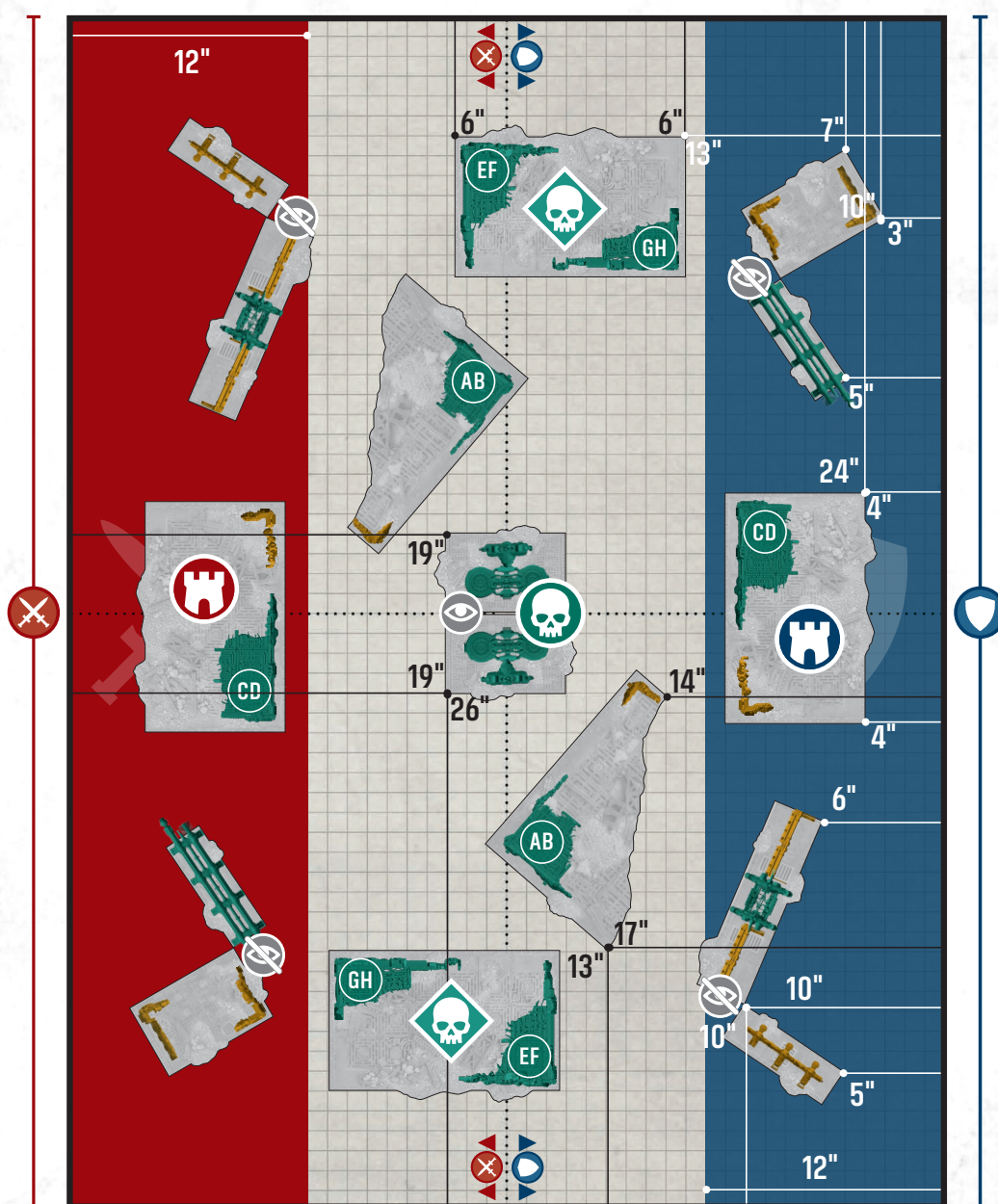
VS



MISSION

BATTLEFIELD DOMINANCE

LAYOUT B





MISSION

BATTLEFIELD DOMINANCE

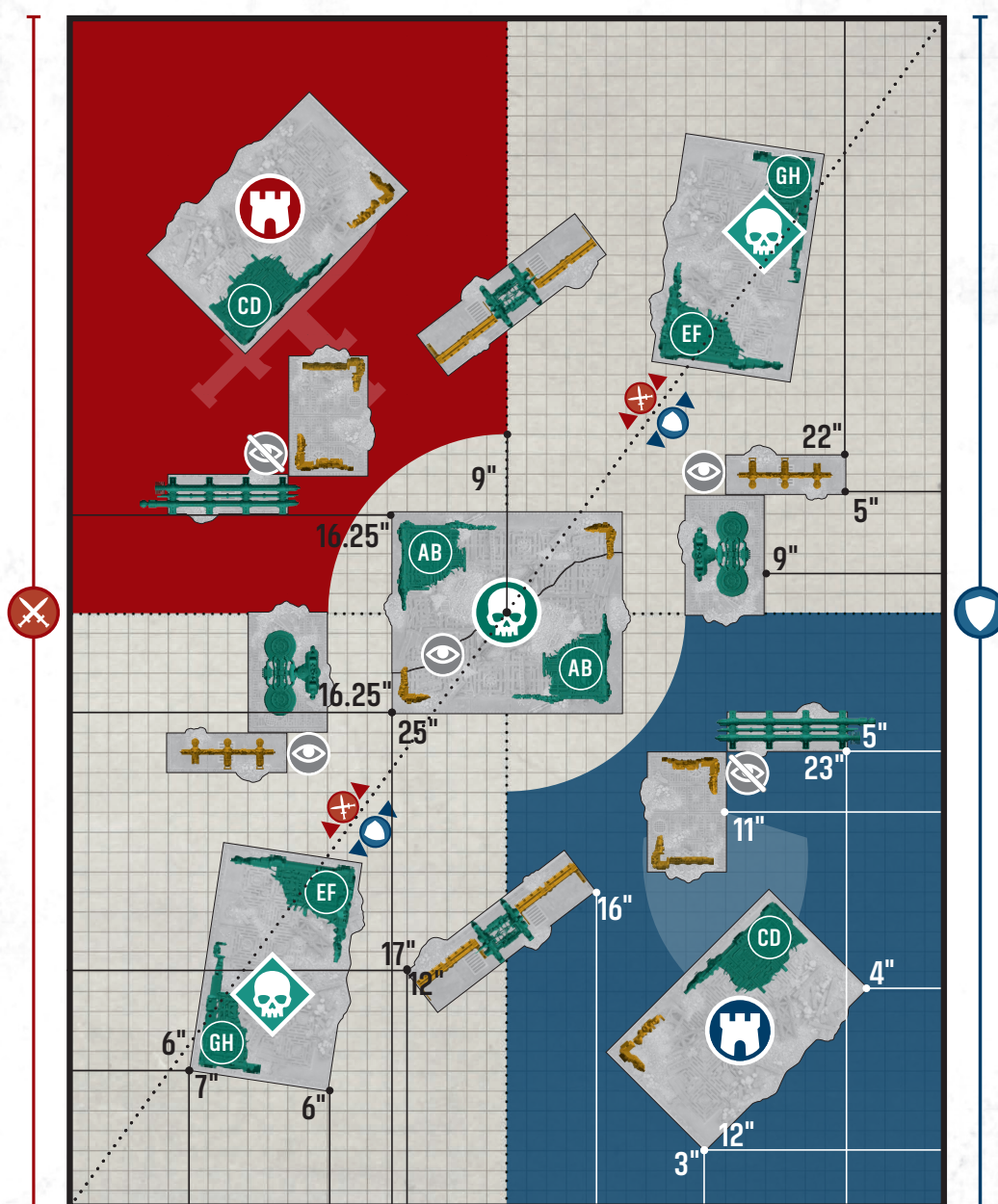
VS



MISSION

BATTLEFIELD DOMINANCE

LAYOUT C





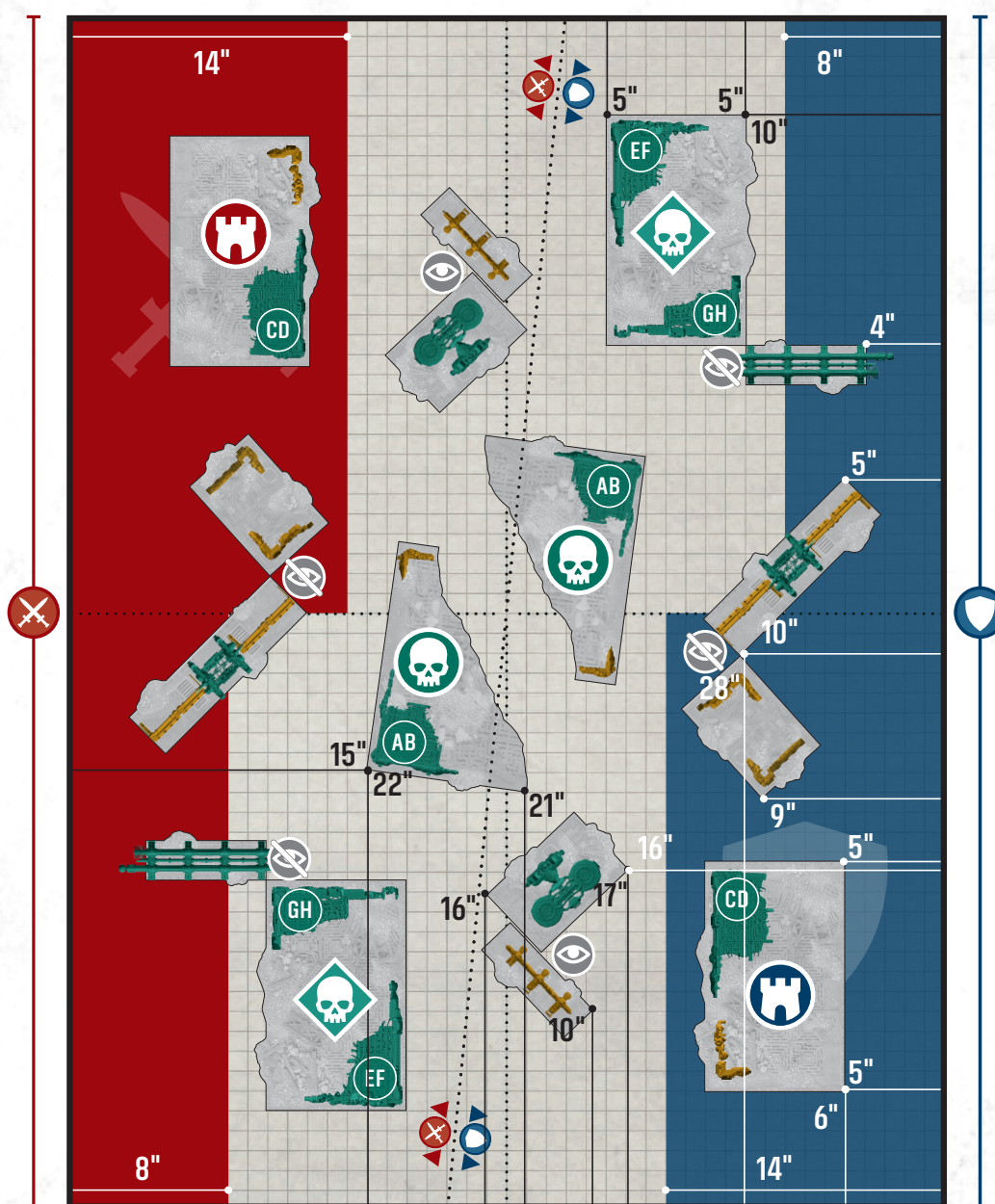
MISSION
IMMOVABLE OBJECT

VS



MISSION
UNSTOPPABLE FORCE

LAYOUT A

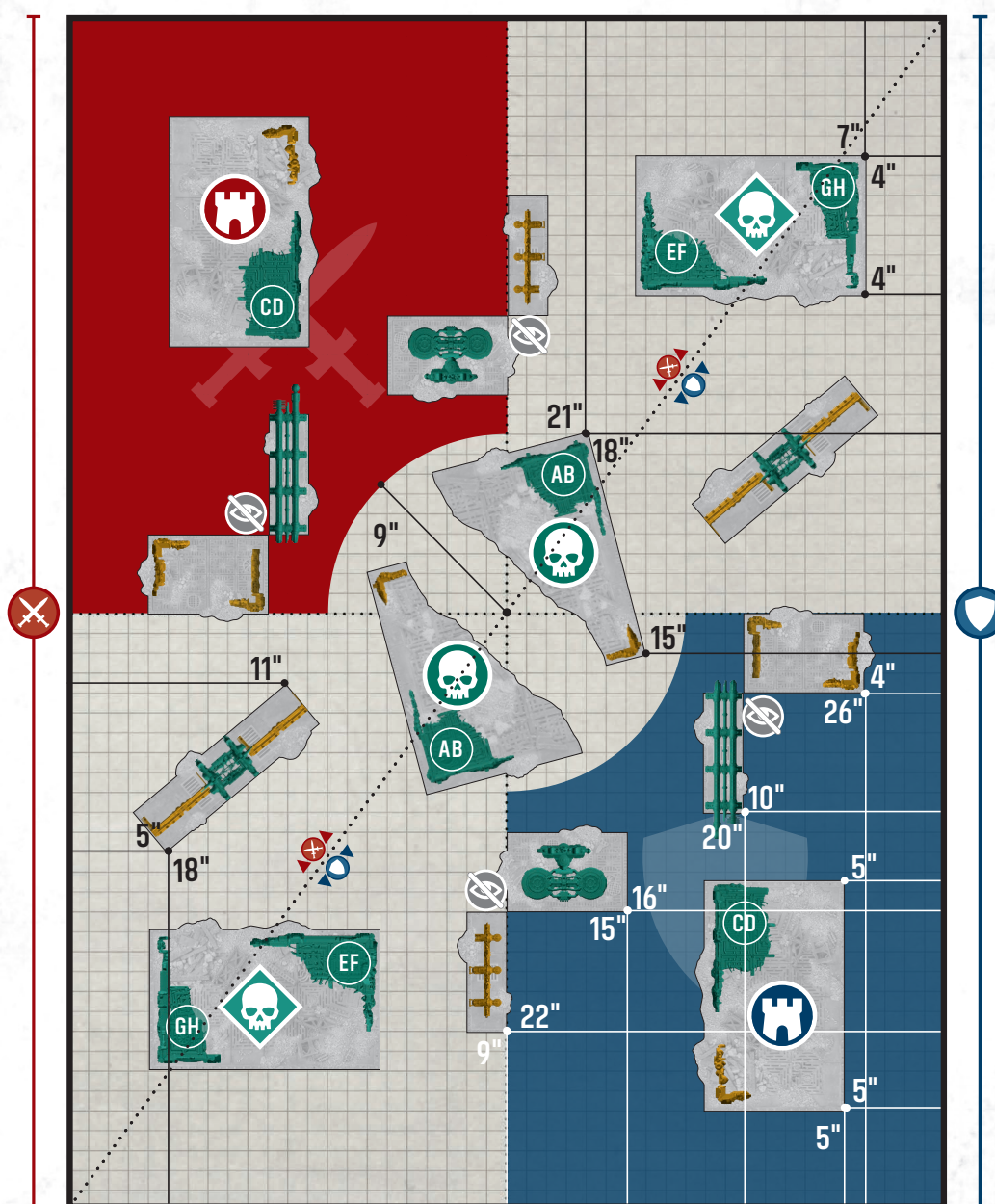




VS



LAYOUT B





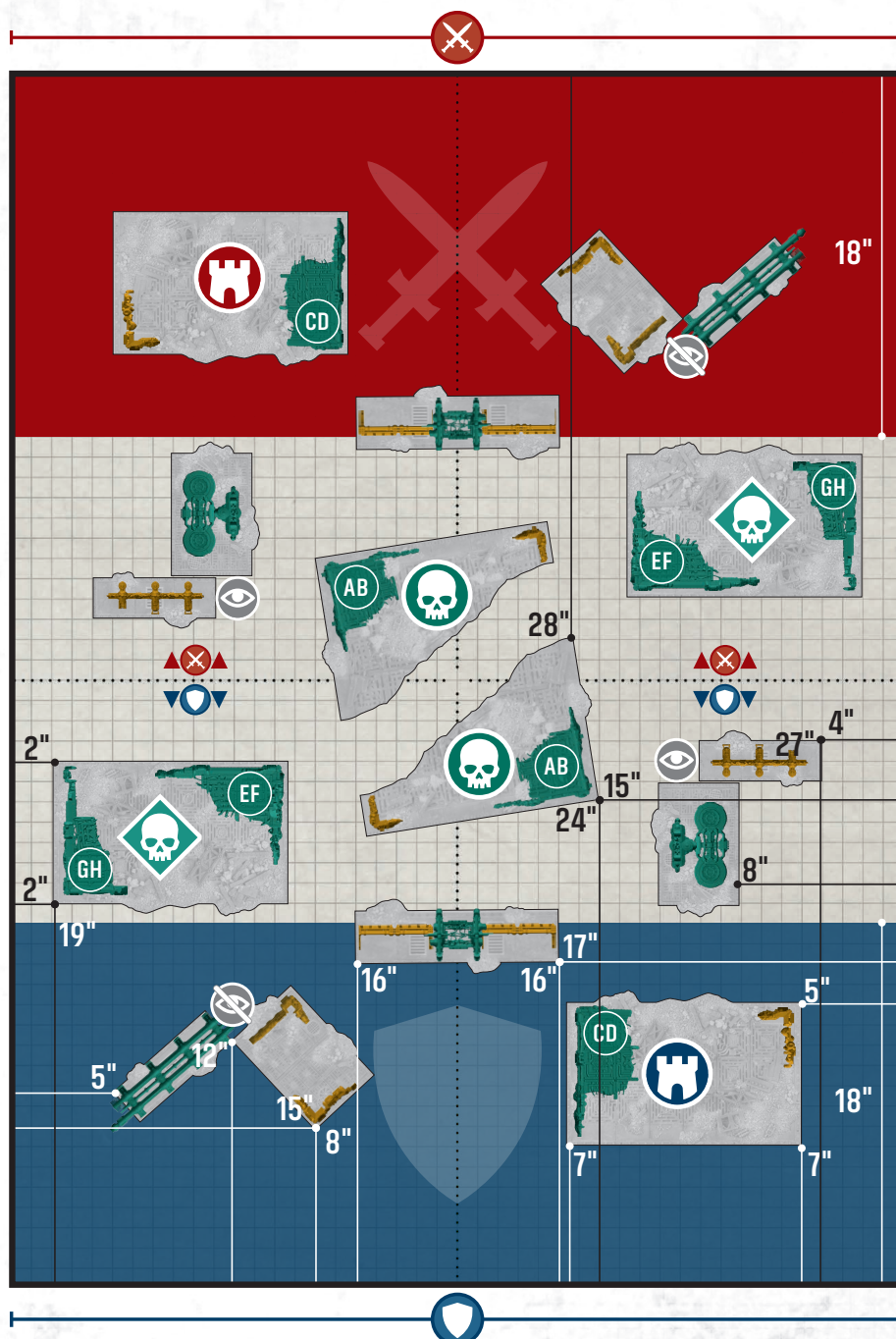
MISSION
IMMOVABLE OBJECT

VS



MISSION
UNSTOPPABLE FORCE

LAYOUT C





FORCE DISPOSITION
TAKE AND HOLD

MISSION
DETERMINED ACQUISITION

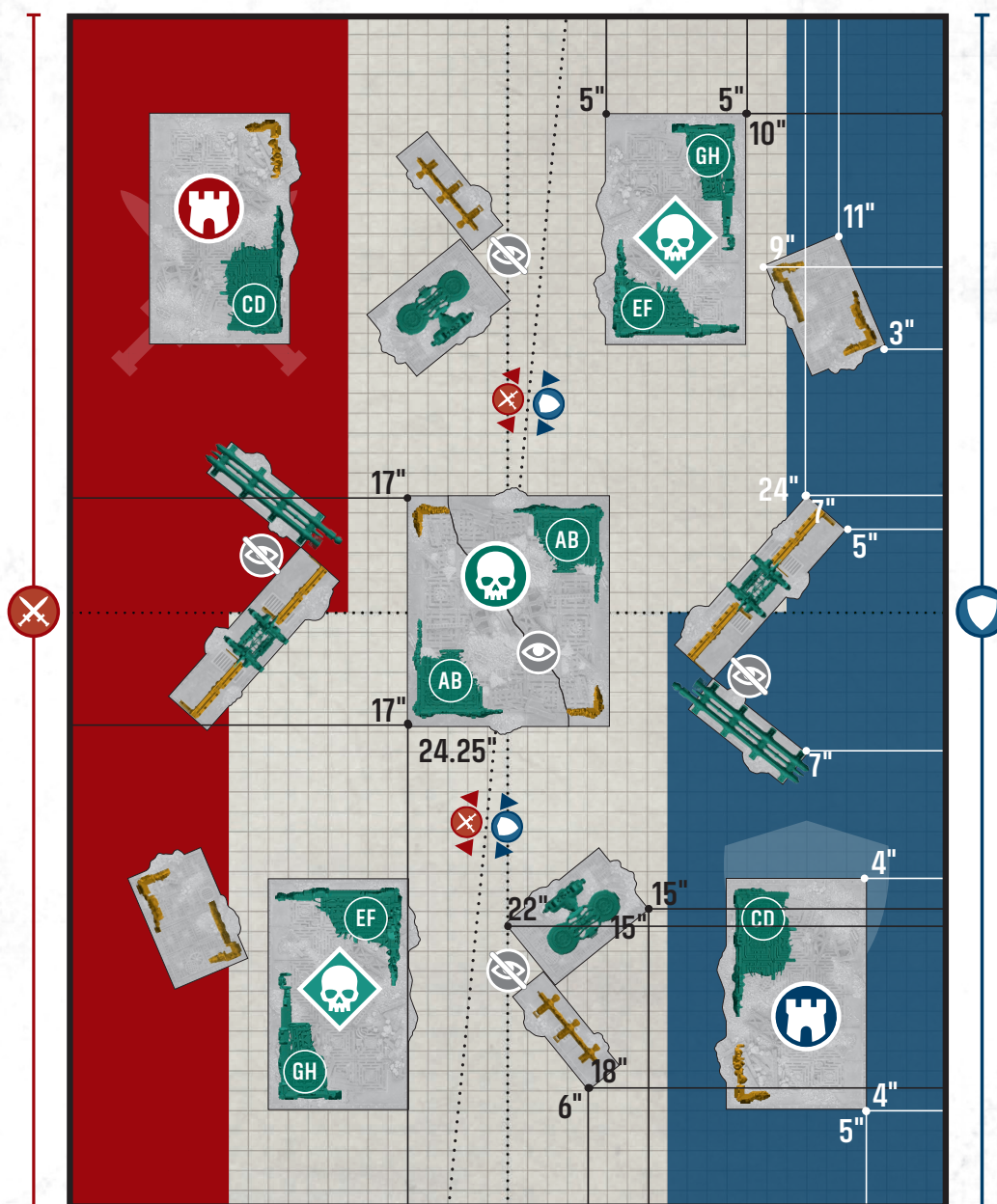
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FORCE DISPOSITION
DISRUPTION

MISSION
DEATH TRAP

LAYOUT A





FORCE DISPOSITION
TAKE AND HOLD

MISSION
DETERMINED ACQUISITION

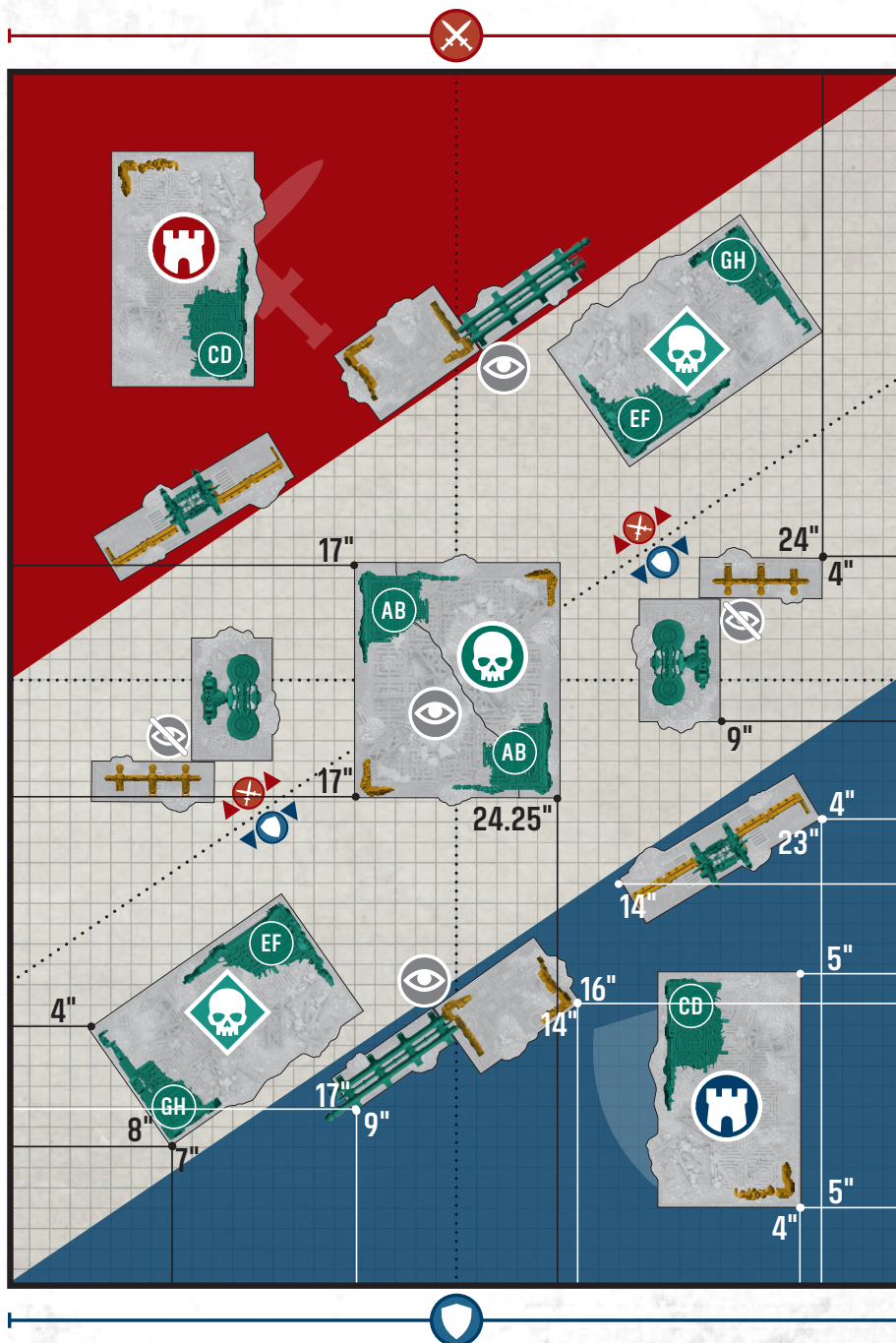
VS



FORCE DISPOSITION
DISRUPTION

MISSION
DEATH TRAP

LAYOUT B





FORCE DISPOSITION
TAKE AND HOLD

MISSION
DETERMINED ACQUISITION

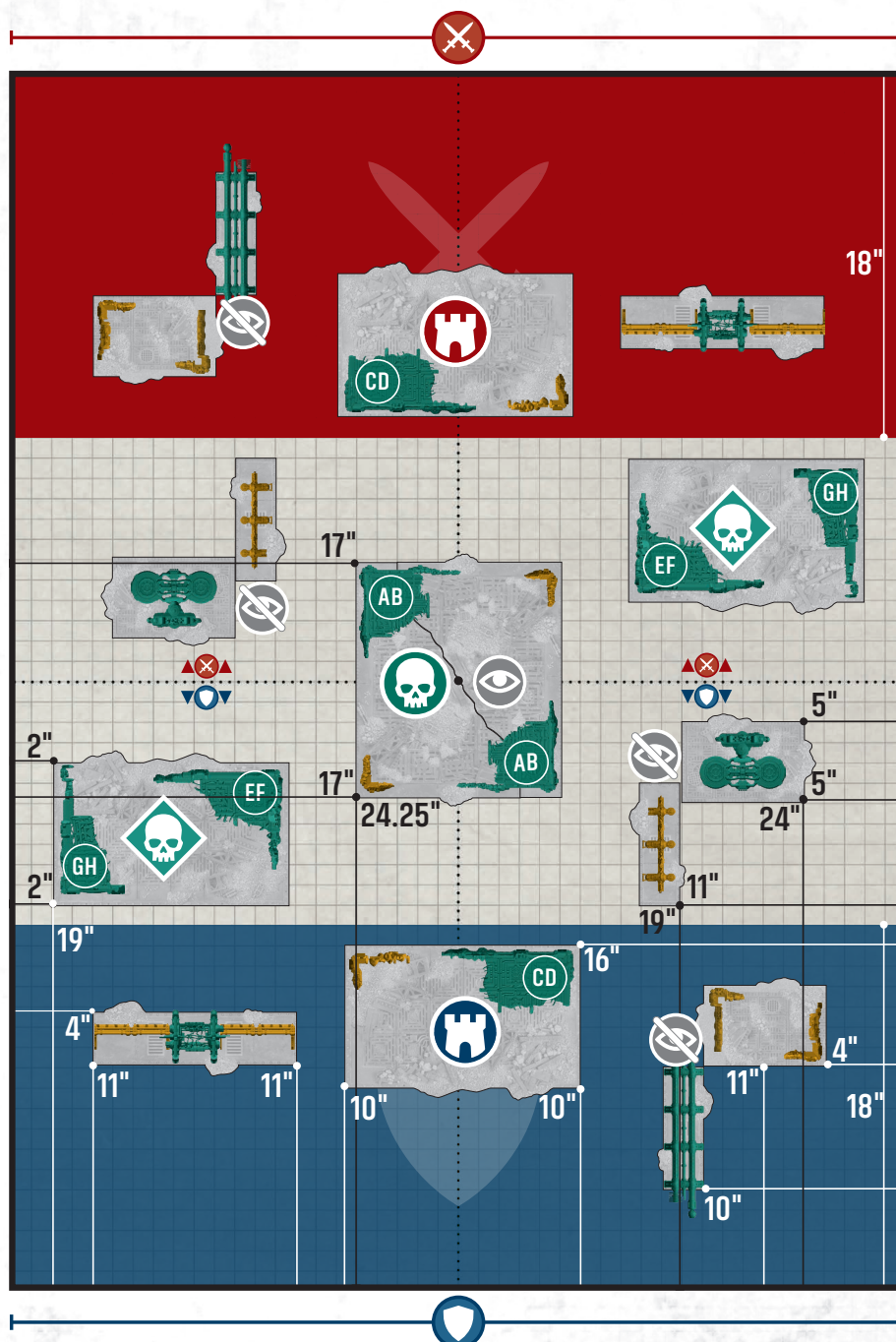
VS



FORCE DISPOSITION
DISRUPTION

MISSION
DEATH TRAP

LAYOUT C





FORCE DISPOSITION
TAKE AND HOLD

MISSION
PURGE AND SECURE

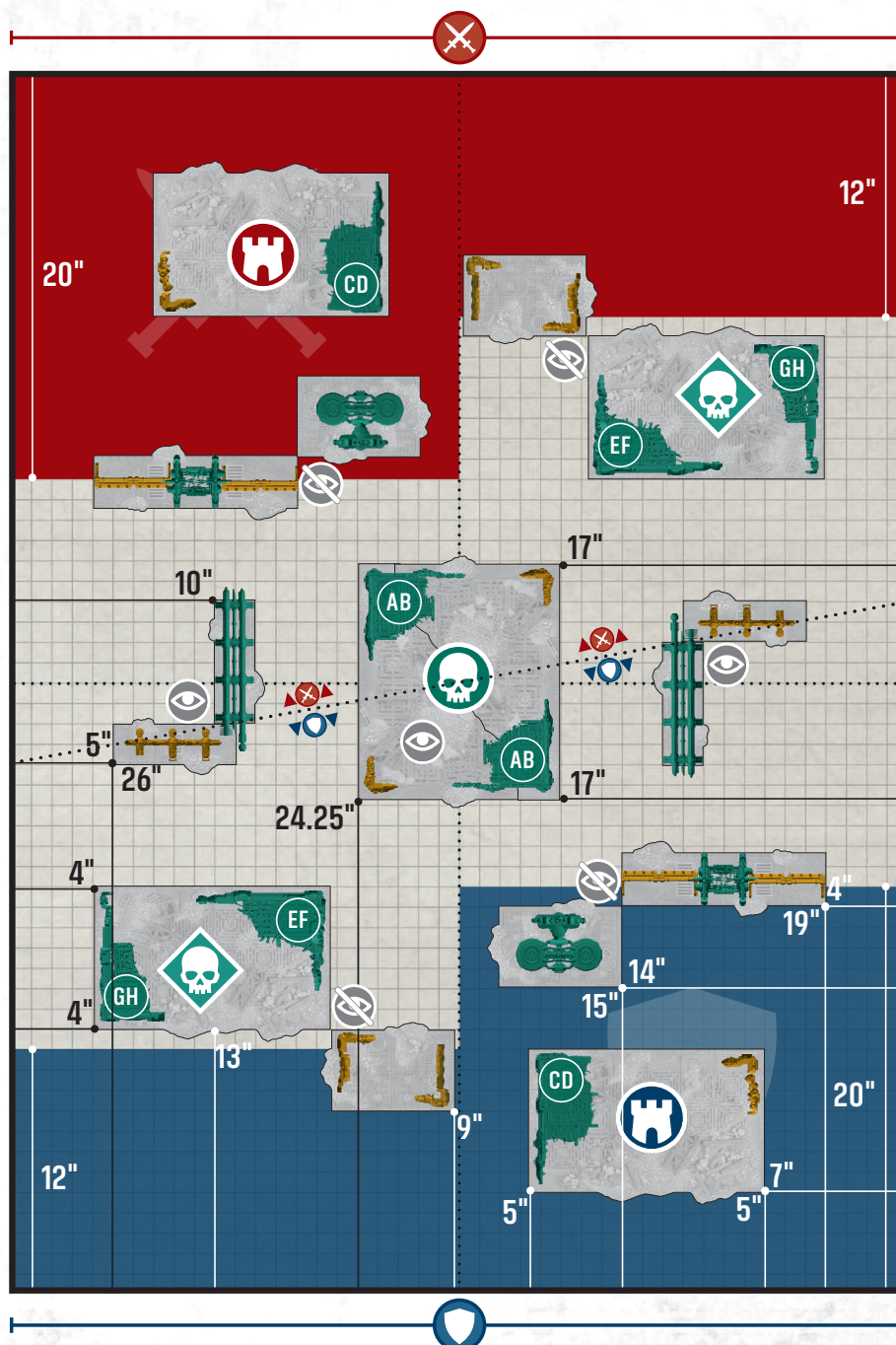
VS



FORCE DISPOSITION
RECONNAISSANCE

MISSION
RECONNAISSANCE SWEEP

LAYOUT A





FORCE DISPOSITION

TAKE AND HOLD

MISSION

PURGE AND SECURE

VS



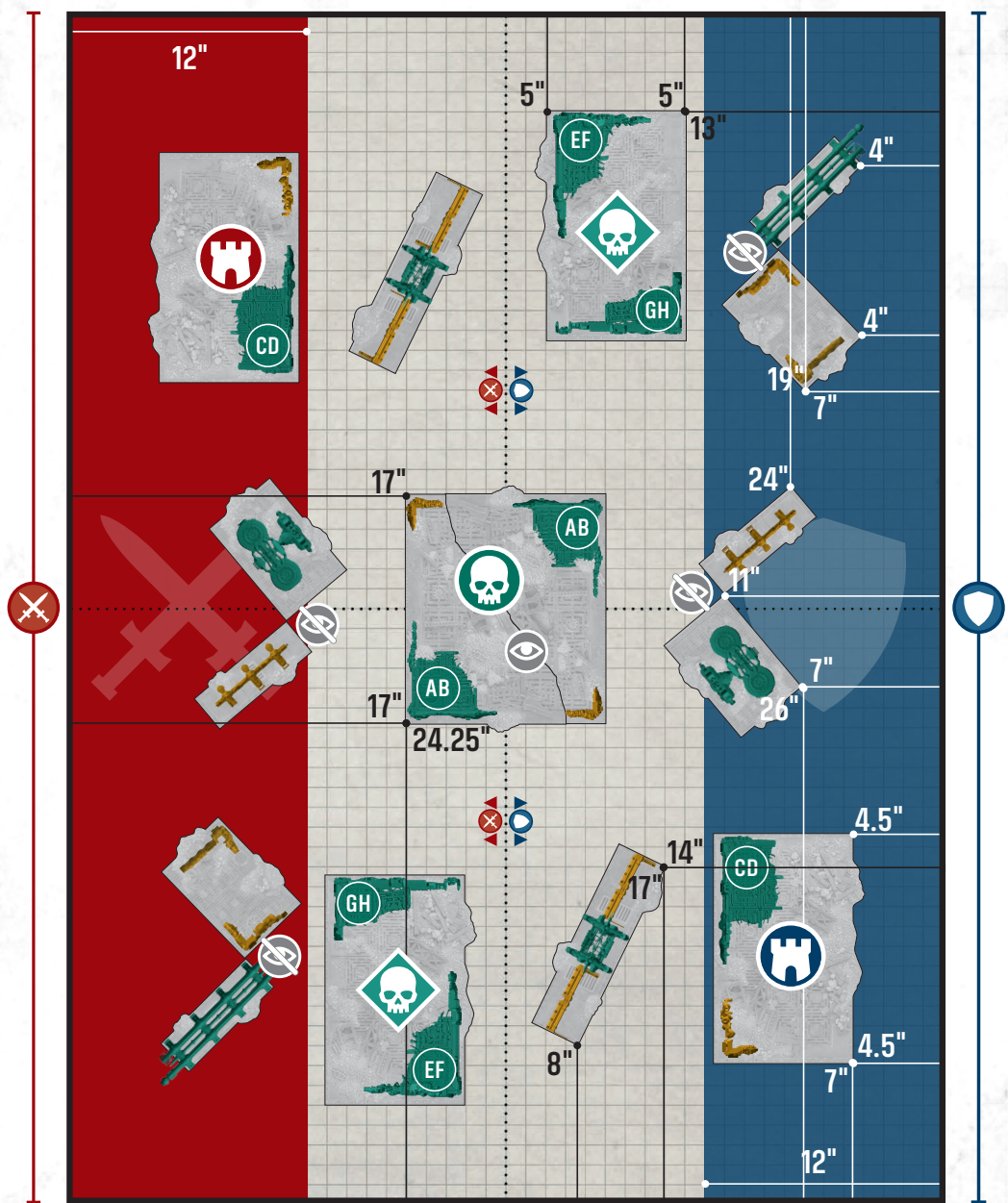
FORCE DISPOSITION

RECONNAISSANCE

MISSION

RECONNAISSANCE SWEEP

LAYOUT B





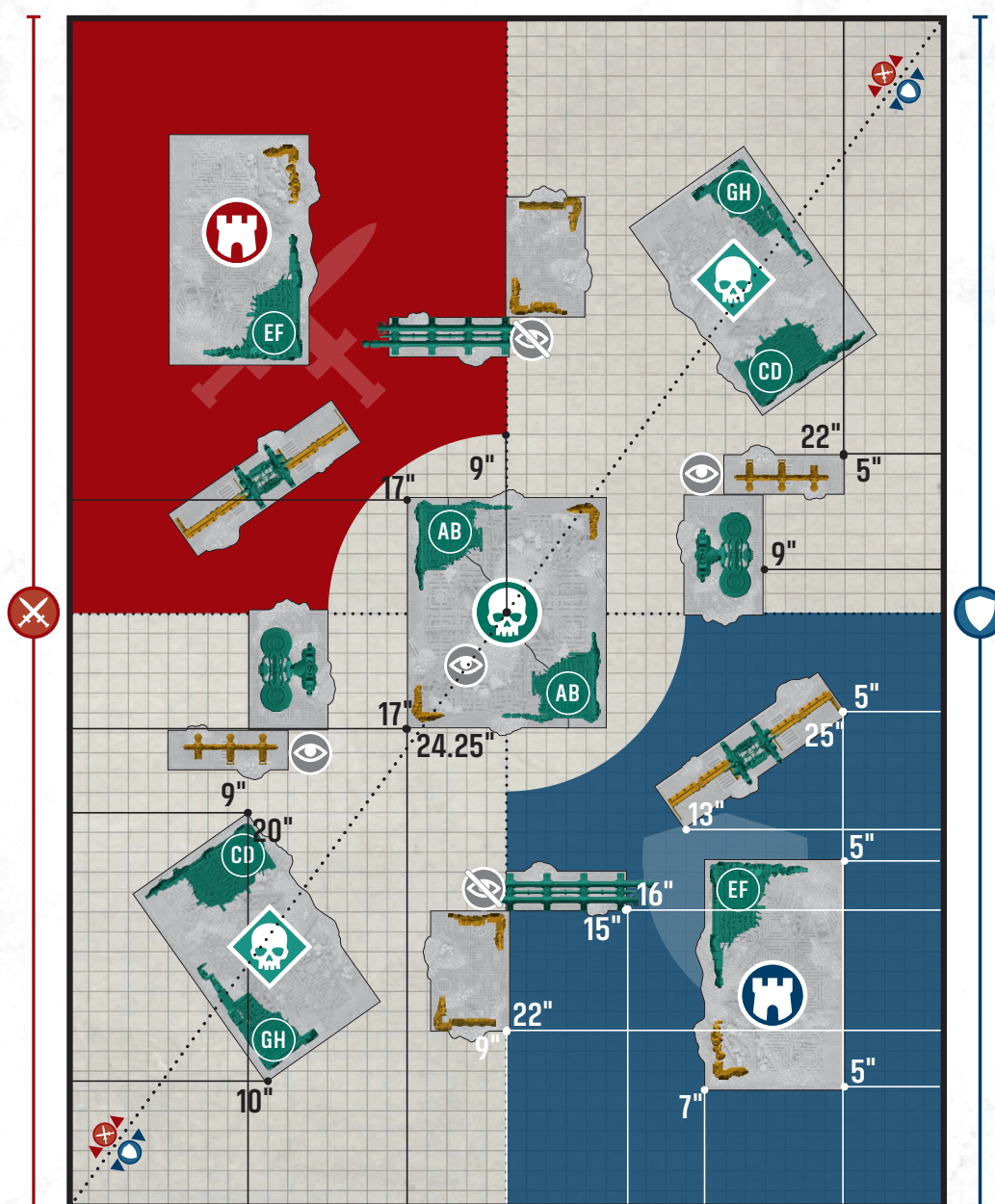
MISSION
PURGE AND SECURE

VS



MISSION
RECONNAISSANCE SWEEP

LAYOUT C





MISSION

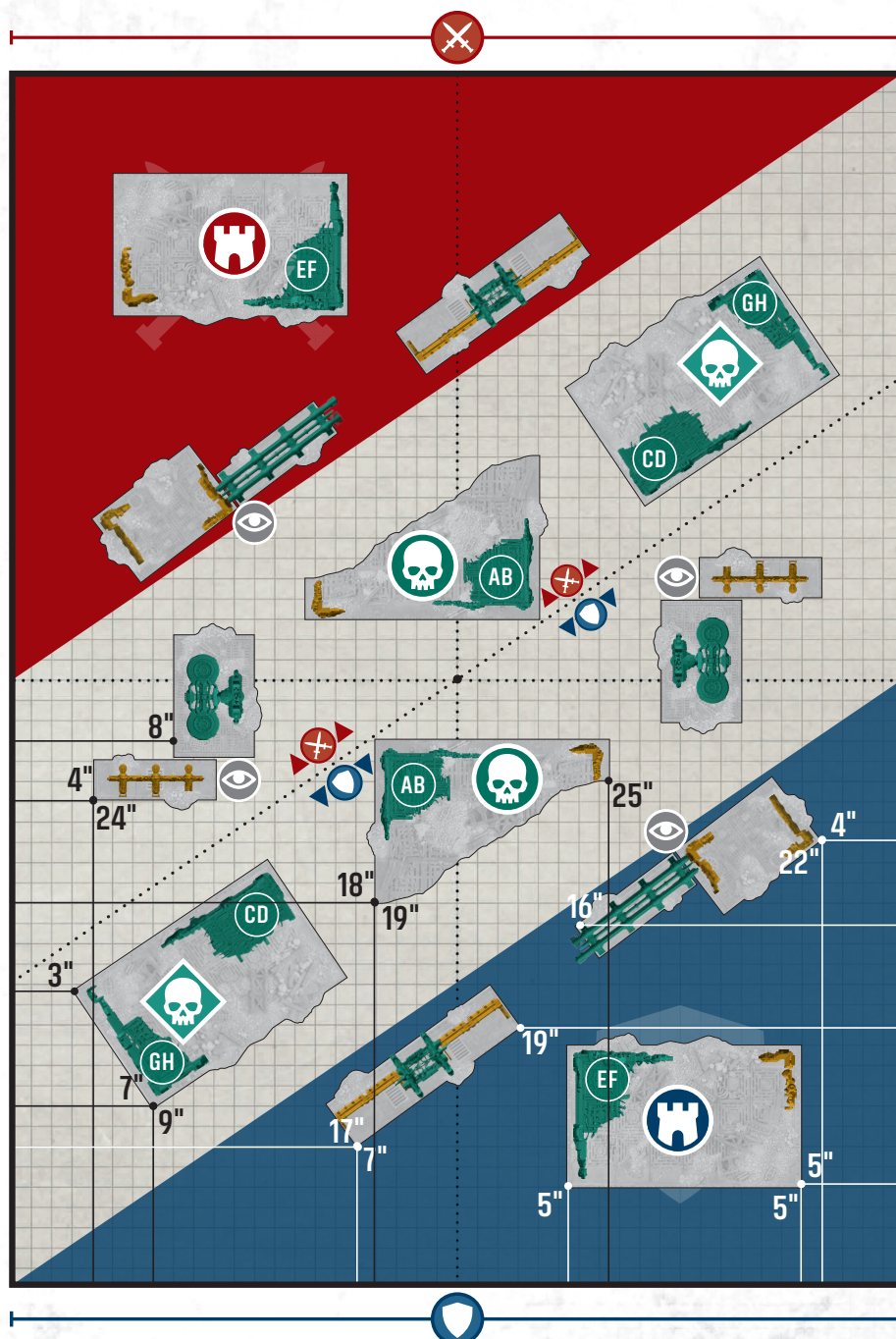
INESCAPABLE DOMINION

VS



MISSION
SECURE ASSET

LAYOUT A





FORCE DISPOSITION

TAKE AND HOLD

MISSION

INESCAPABLE DOMINION

VS



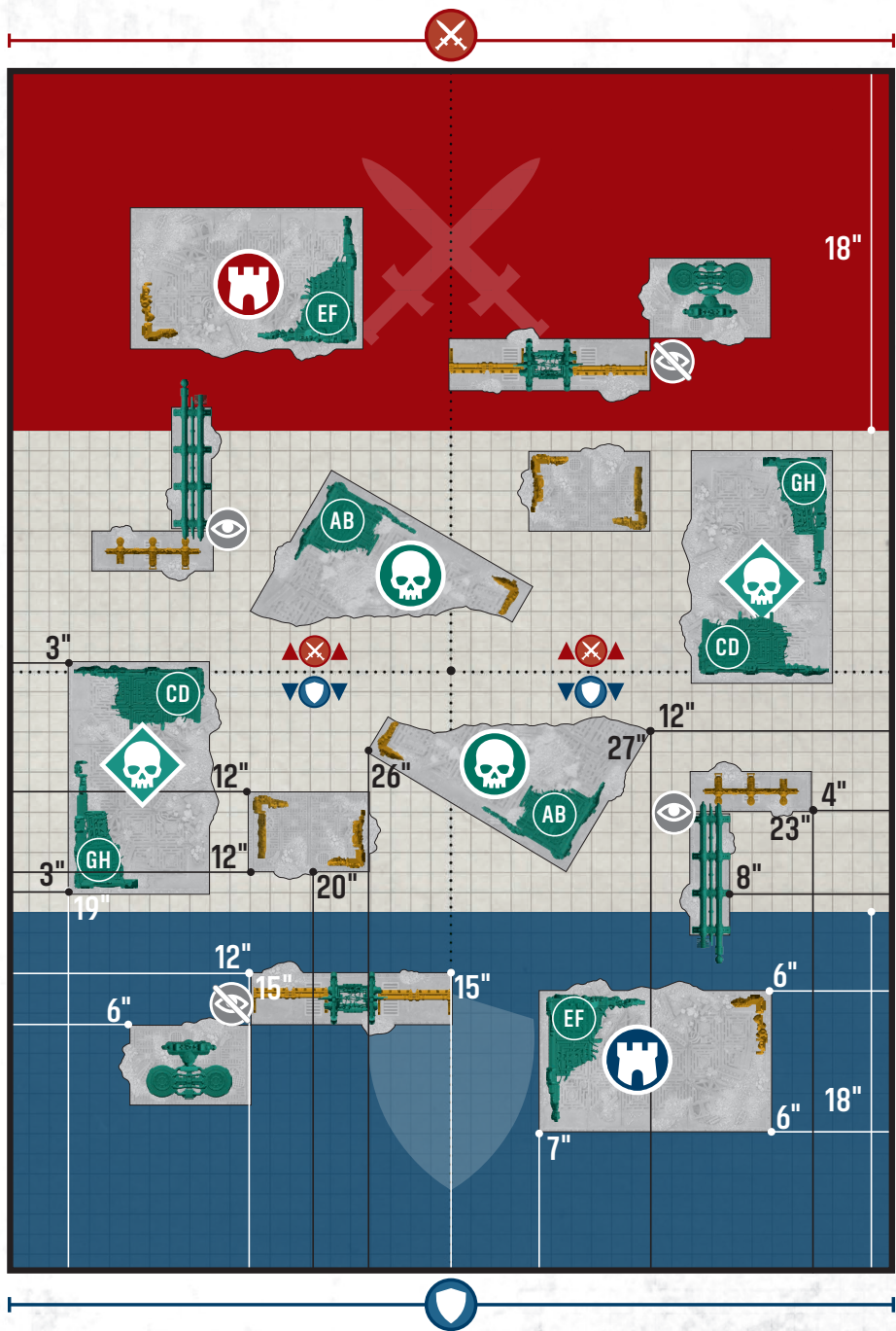
FORCE DISPOSITION

PRIORITY ASSETS

MISSION

SECURE ASSET

LAYOUT B





MISSION

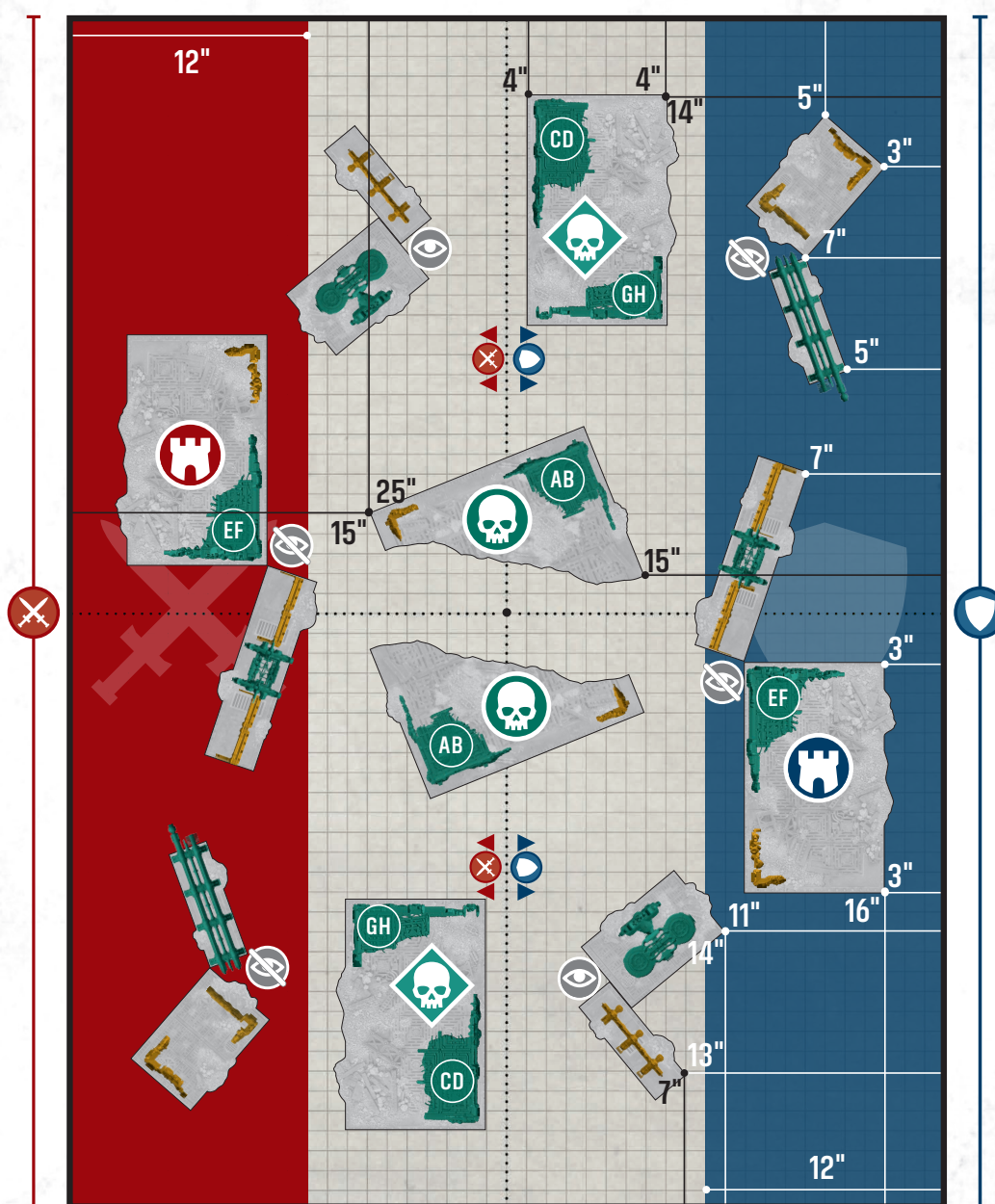
INESCAPABLE DOMINION

VS



MISSION
SECURE ASSET

LAYOUT C





FORCE DISPOSITION
PURGE THE FOE

MISSION
MEATGRINDER

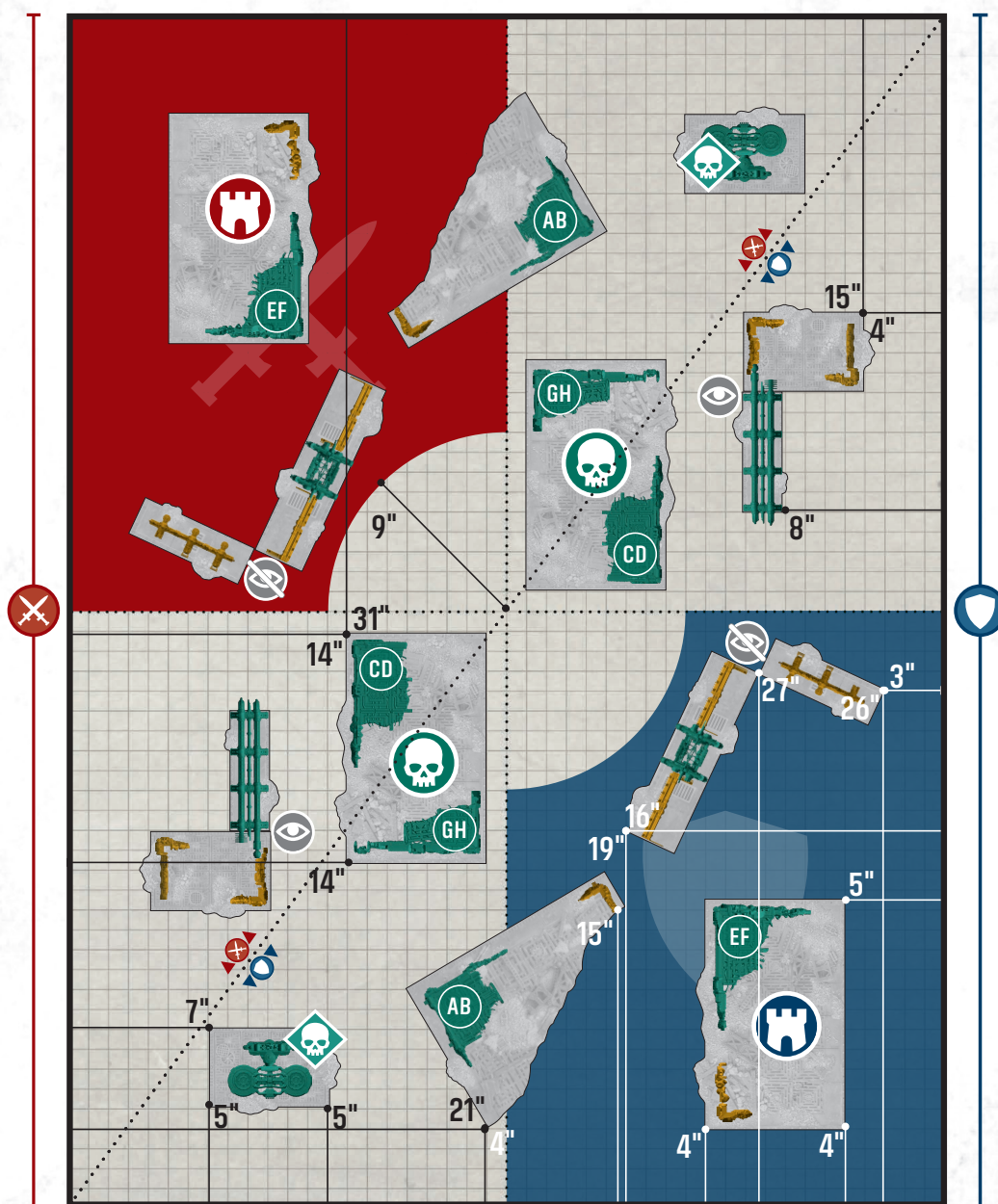
VS



FORCE DISPOSITION
PURGE THE FOE

MISSION
MEATGRINDER

LAYOUT A





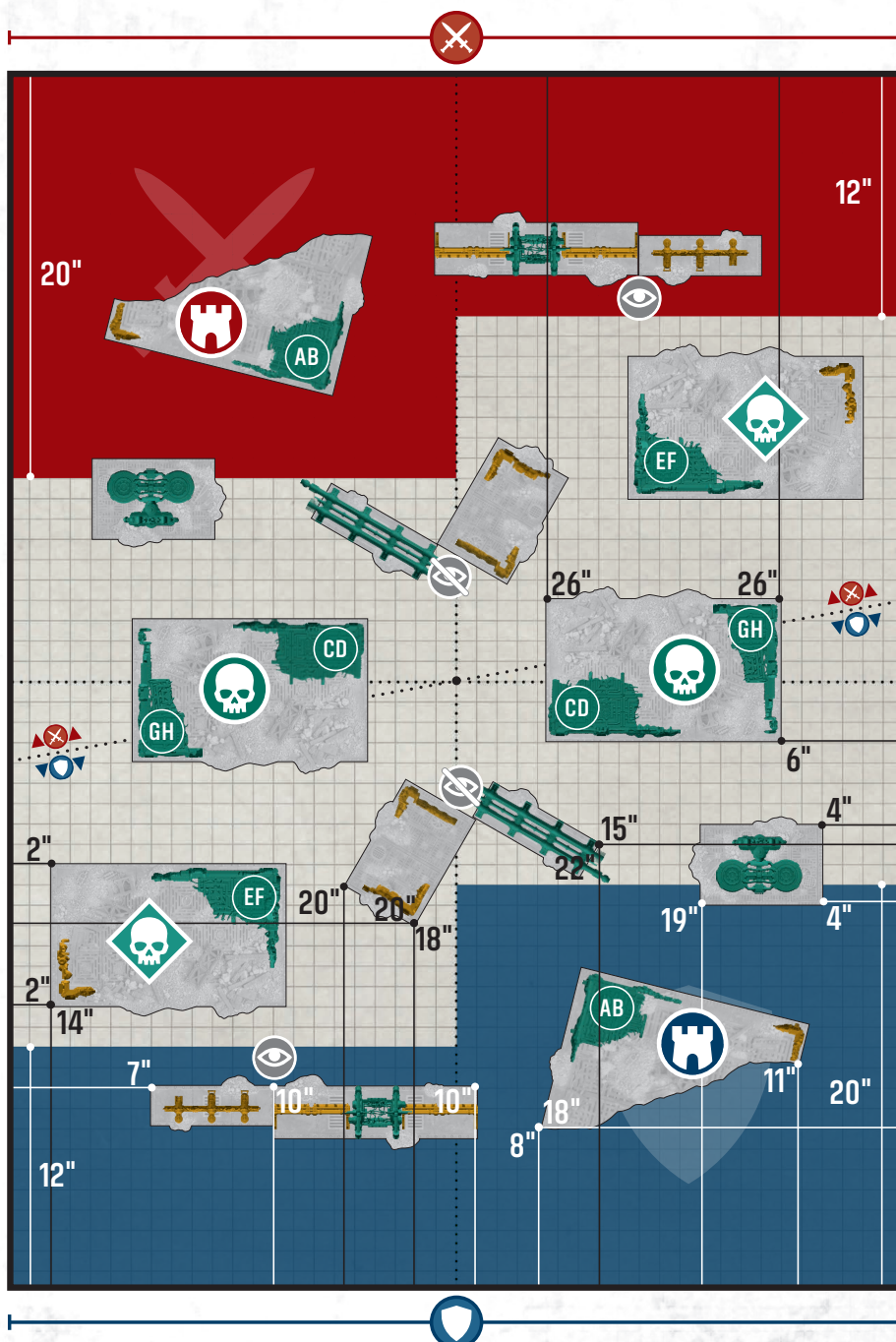
MISSION
MEATGRINDER

VS



MISSION MEATGRINDER

LAYOUT B





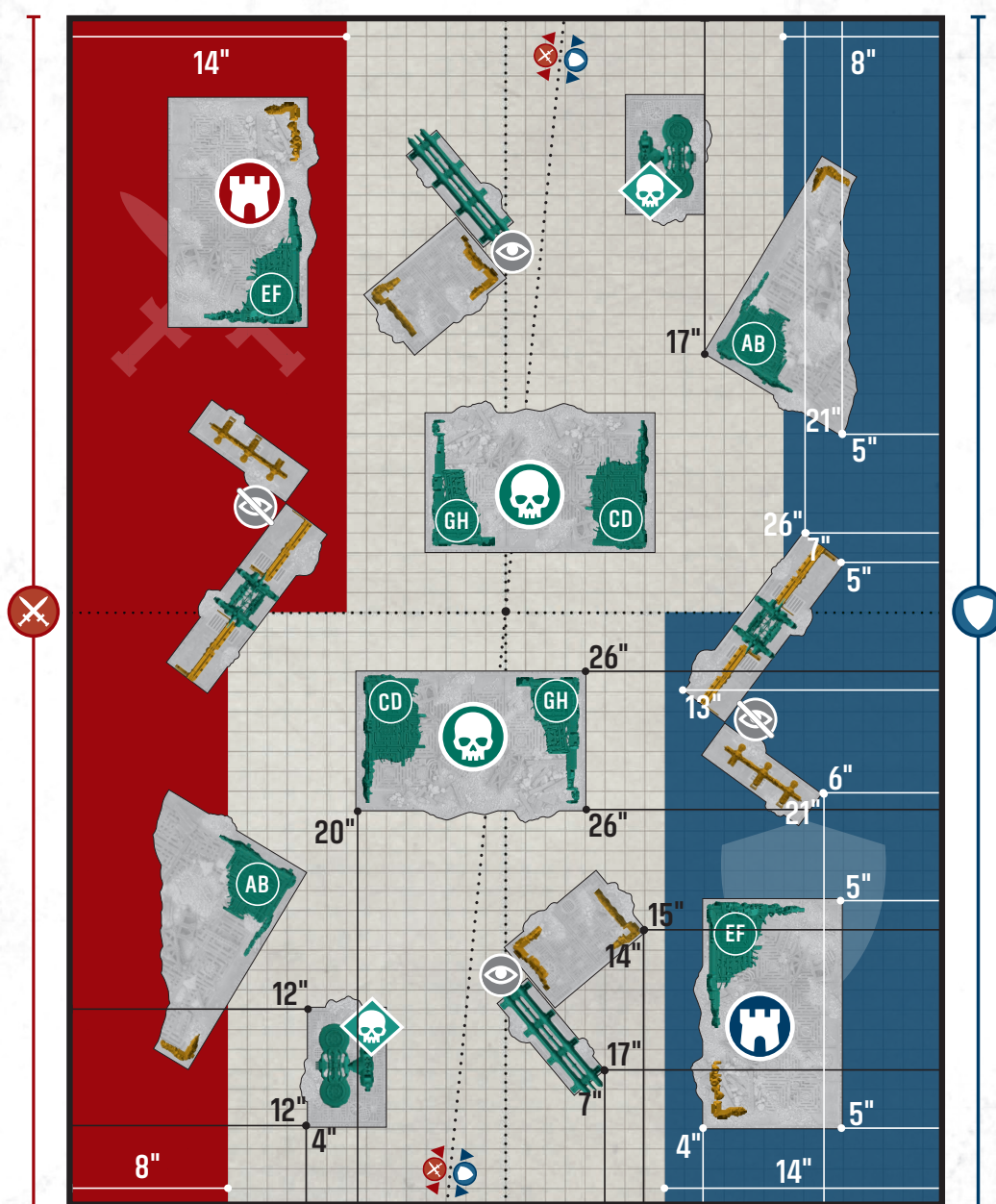
MISSION
MEATGRINDER

VS



MISSION
MEATGRINDER

LAYOUT C





FORCE DISPOSITION

PURGE THE FOE

MISSION

PUNISHMENT

VS



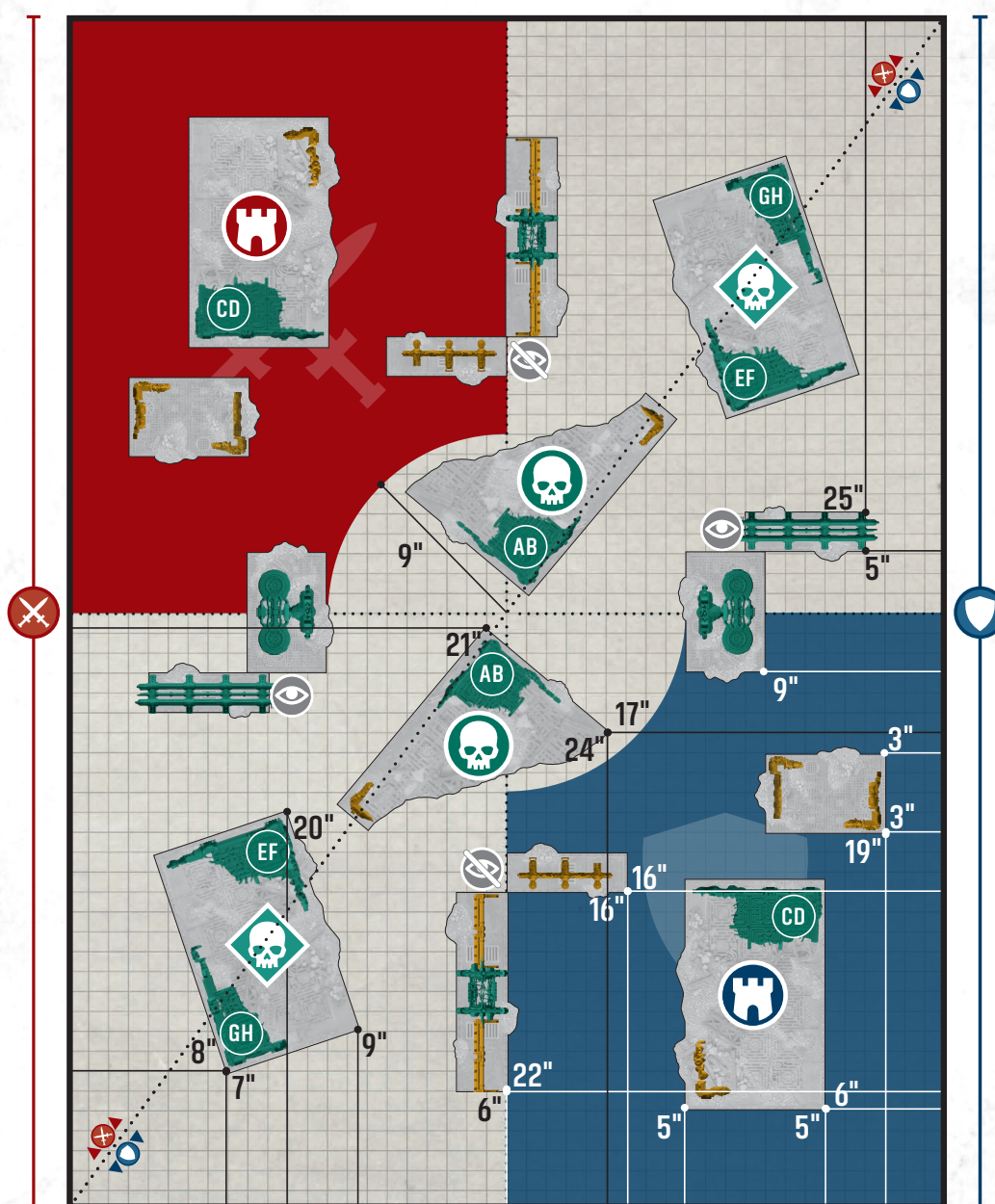
FORCE DISPOSITION

DISRUPTION

MISSION

DELAYING ACTION

LAYOUT A





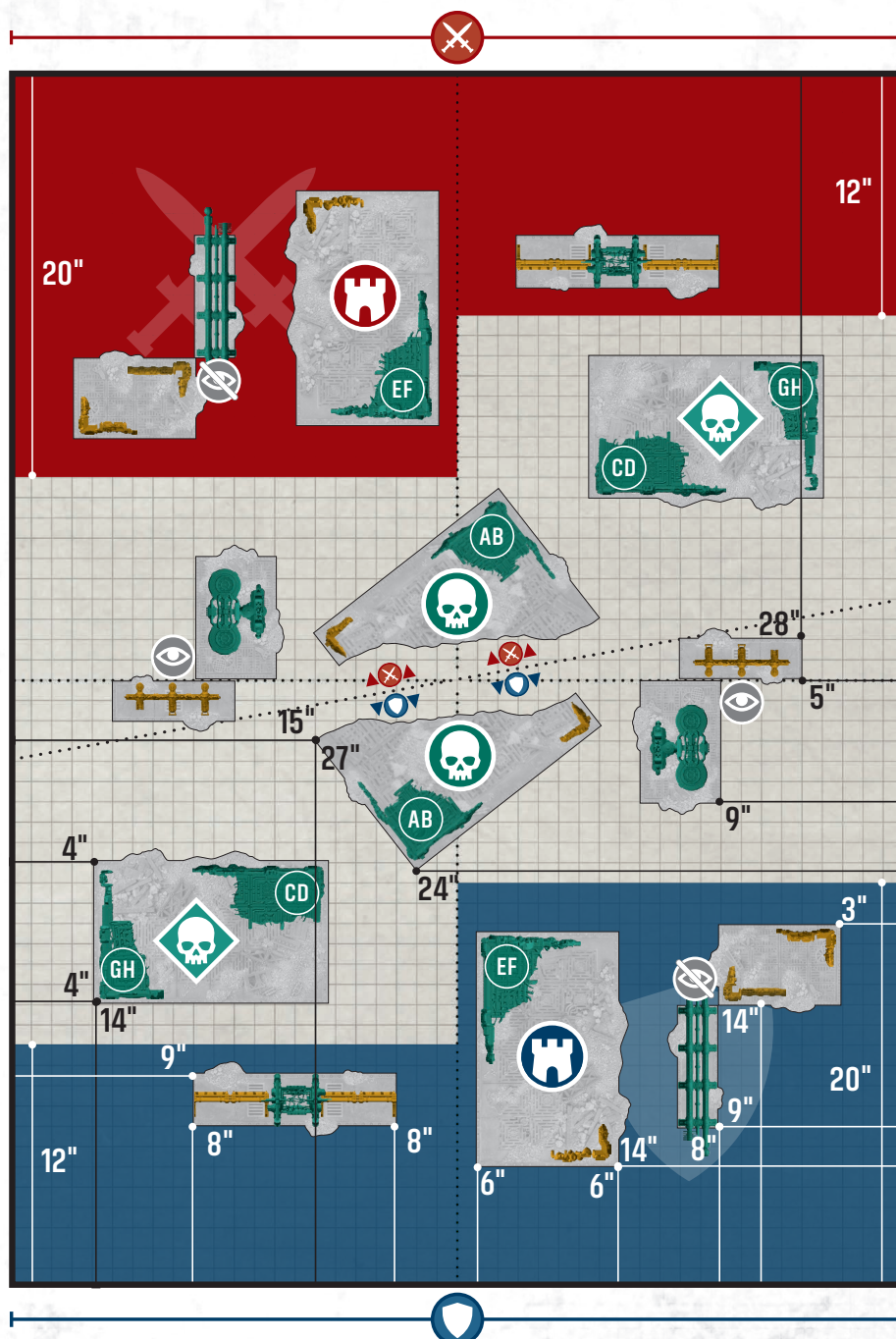
MISSION
PUNISHMENT

VS



MISSION DELAYING ACTION

LAYOUT B





FORCE DISPOSITION

PURGE THE FOE

MISSION

PUNISHMENT

VS



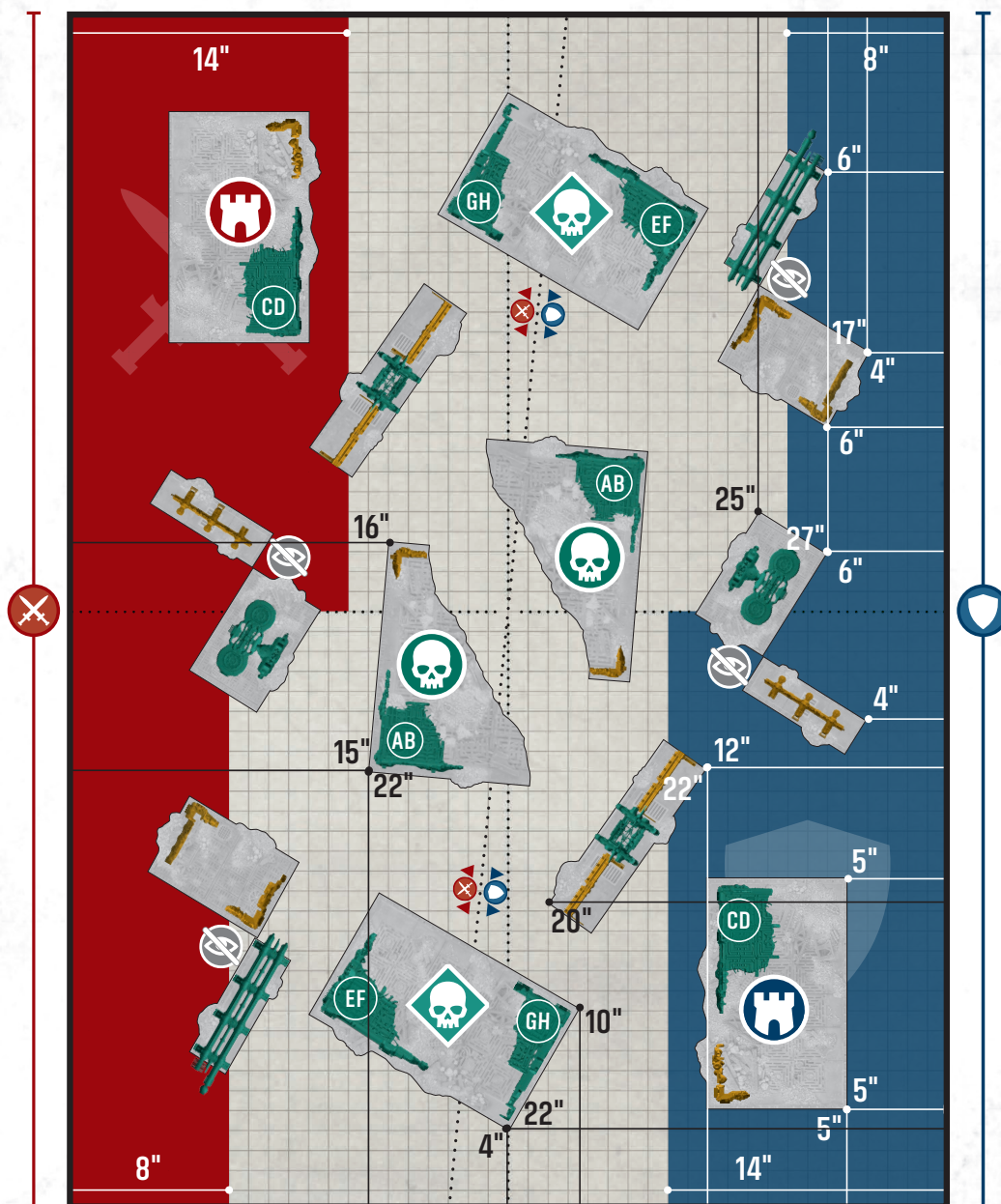
FORCE DISPOSITION

DISRUPTION

MISSION

DELAYING ACTION

LAYOUT C





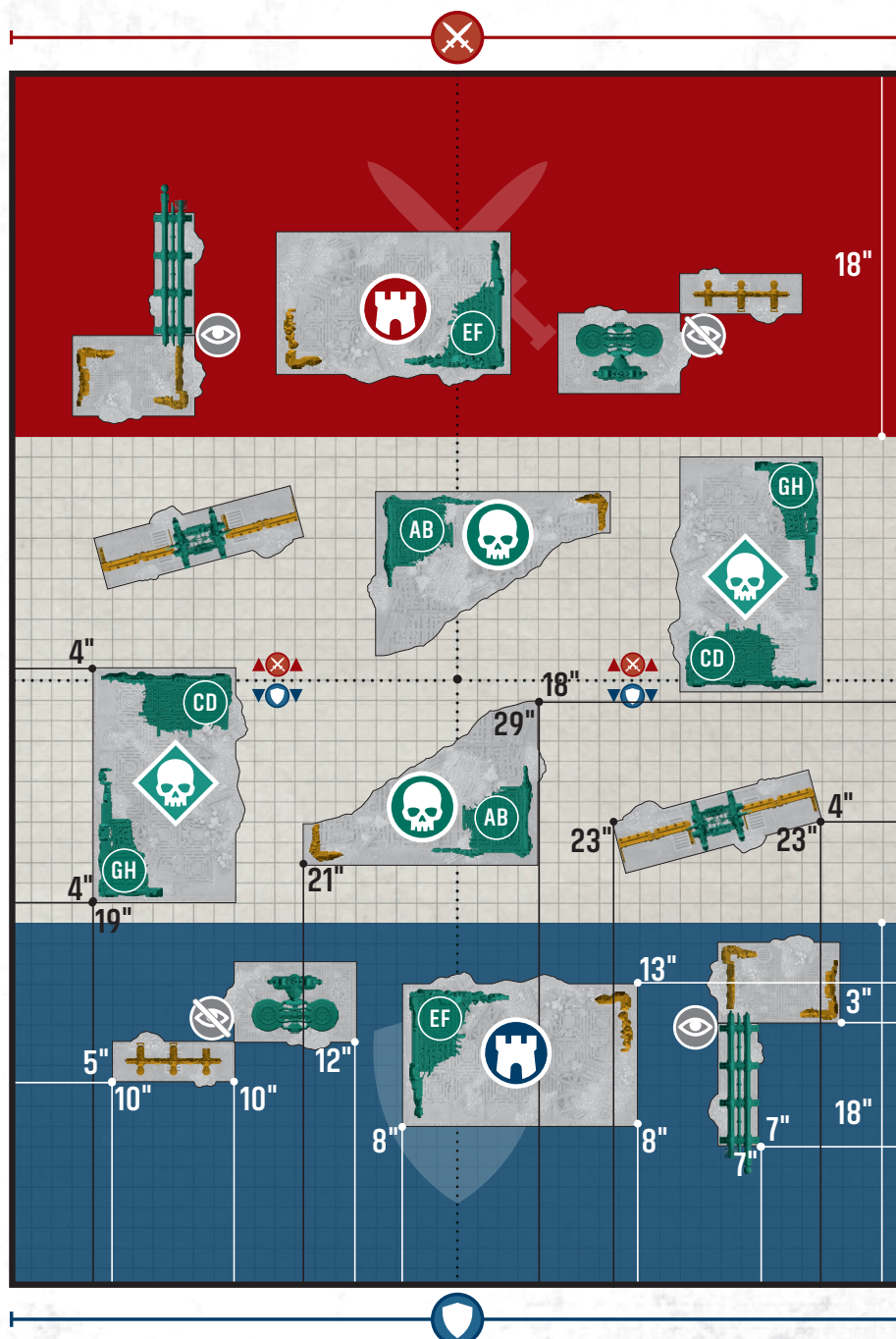
MISSION
CONSECRATE

VS



MISSION TRIANGULATION

LAYOUT A





FORCE DISPOSITION
PURGE THE FOE

MISSION
CONSECRATE

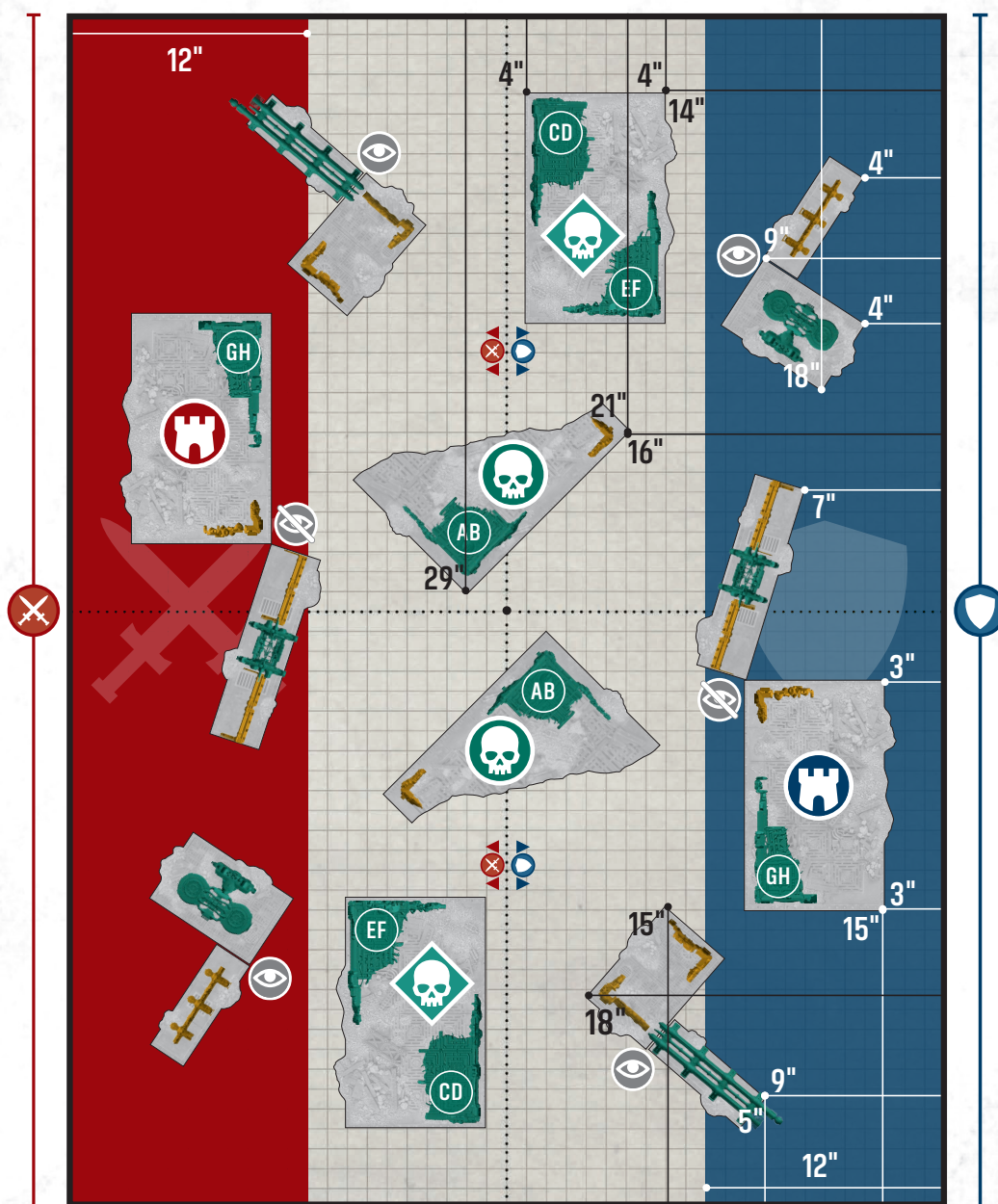
VS



FORCE DISPOSITION
RECONNAISSANCE

MISSION
TRIANGULATION

LAYOUT B





FORCE DISPOSITION
PURGE THE FOE

MISSION
CONSECRATE

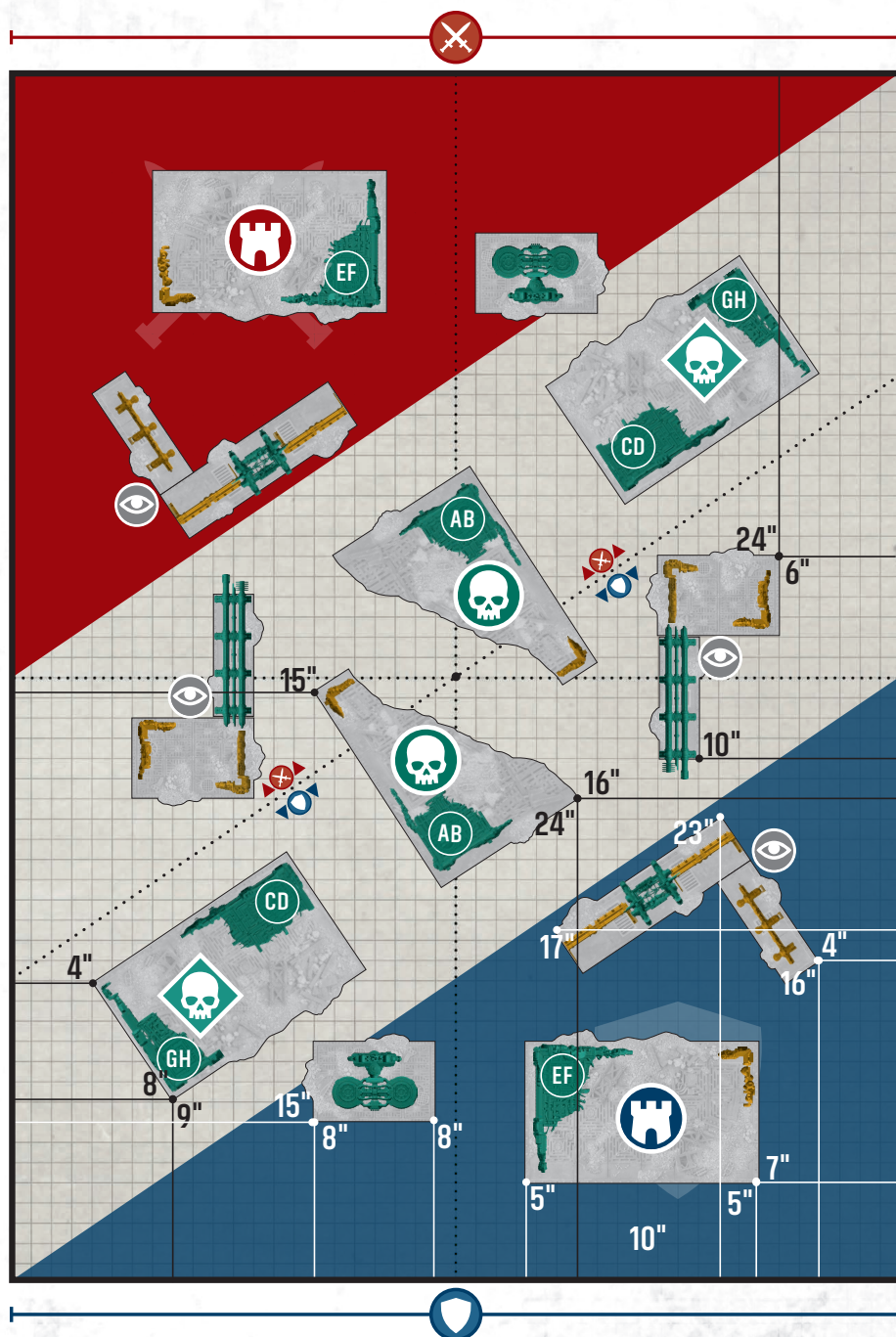
VS



FORCE DISPOSITION
RECONNAISSANCE

MISSION
TRIANGULATION

LAYOUT C





FORCE DISPOSITION

PURGE THE FOE

MISSION

DESTROYER'S WRATH

VS



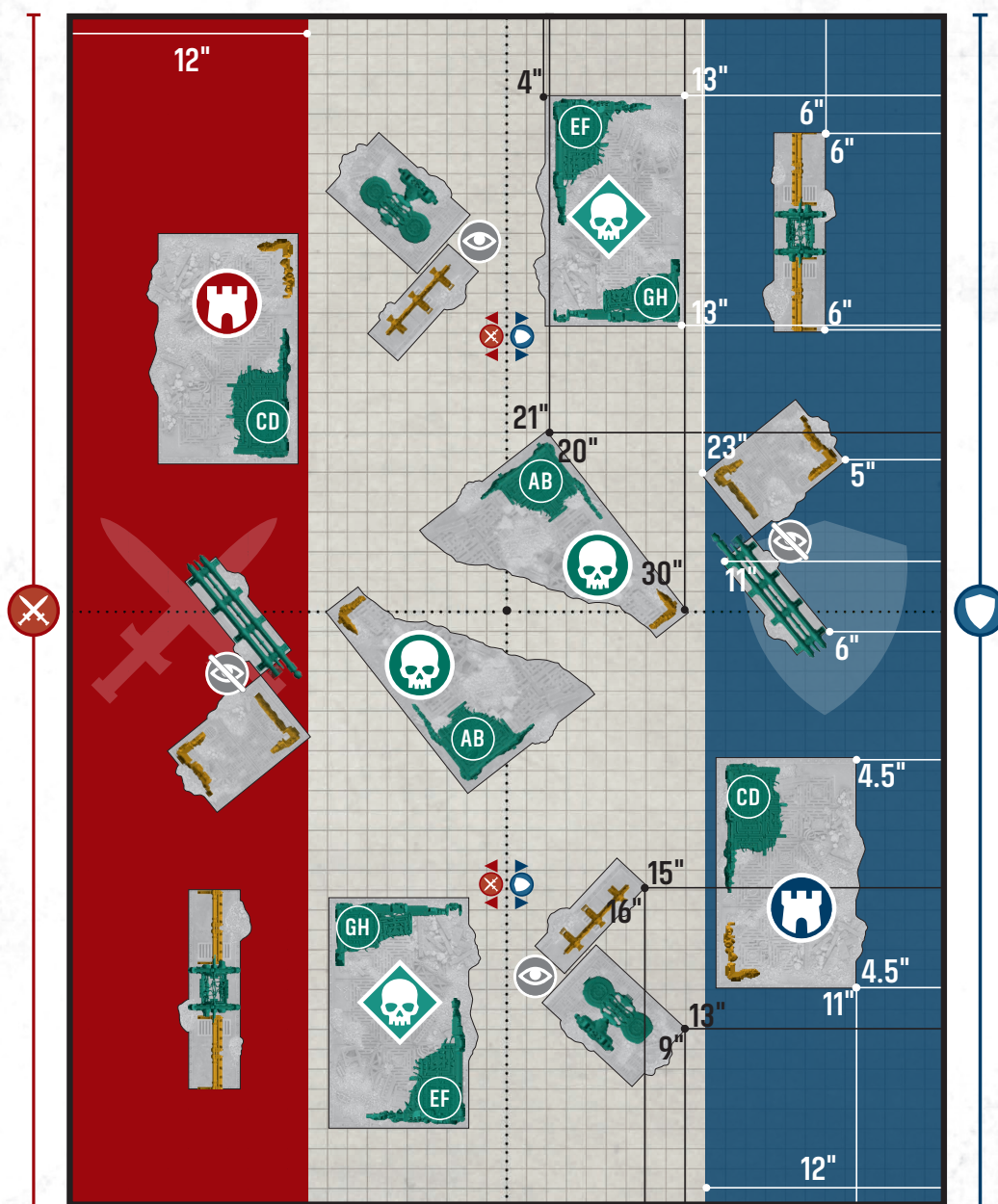
FORCE DISPOSITION

PRIORITY ASSETS

MISSION

VITAL LINK

LAYOUT A





MISSION

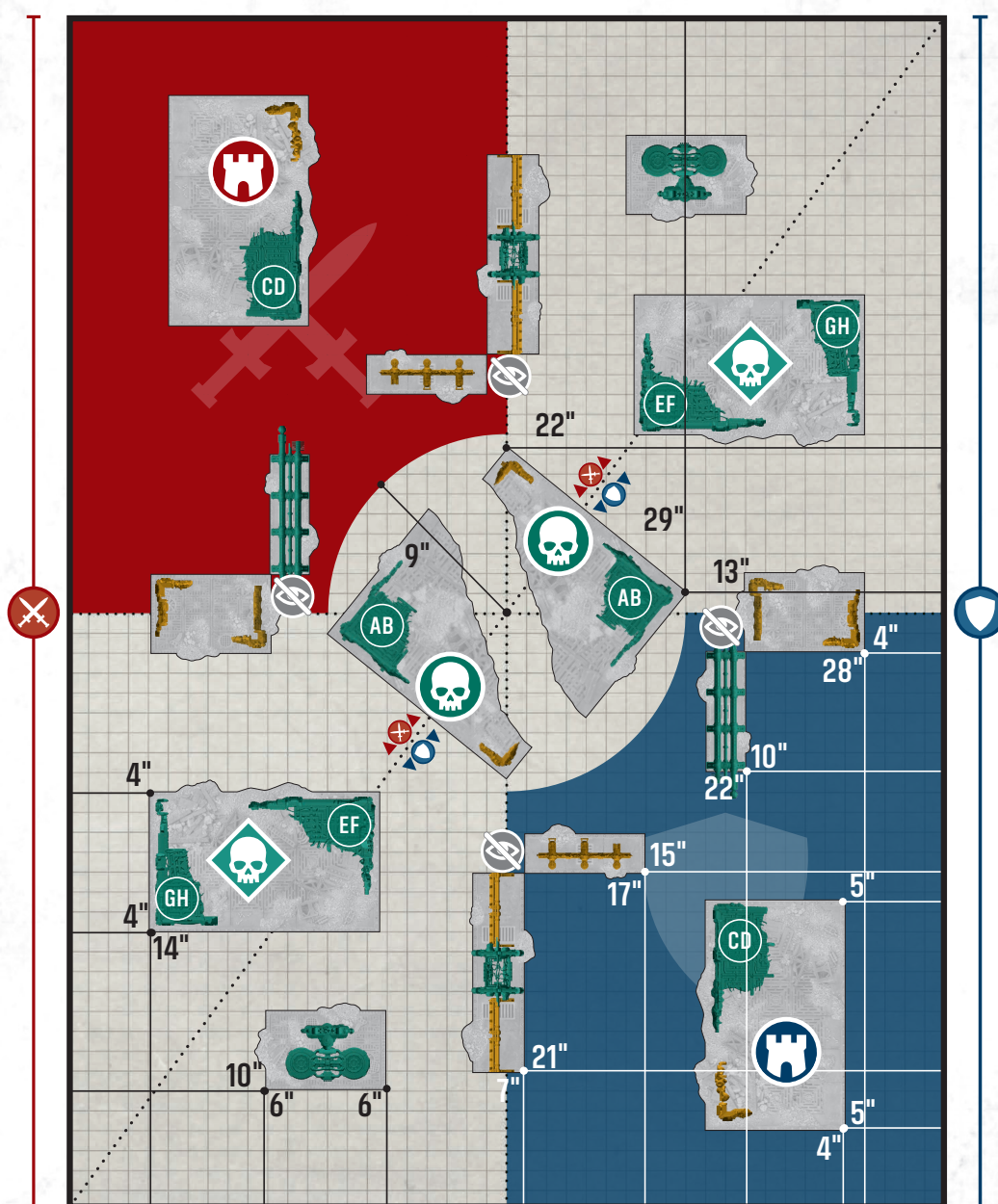
DESTROYER'S WRATH

VS



**MISSION
VITAL LINK**

LAYOUT B





MISSION

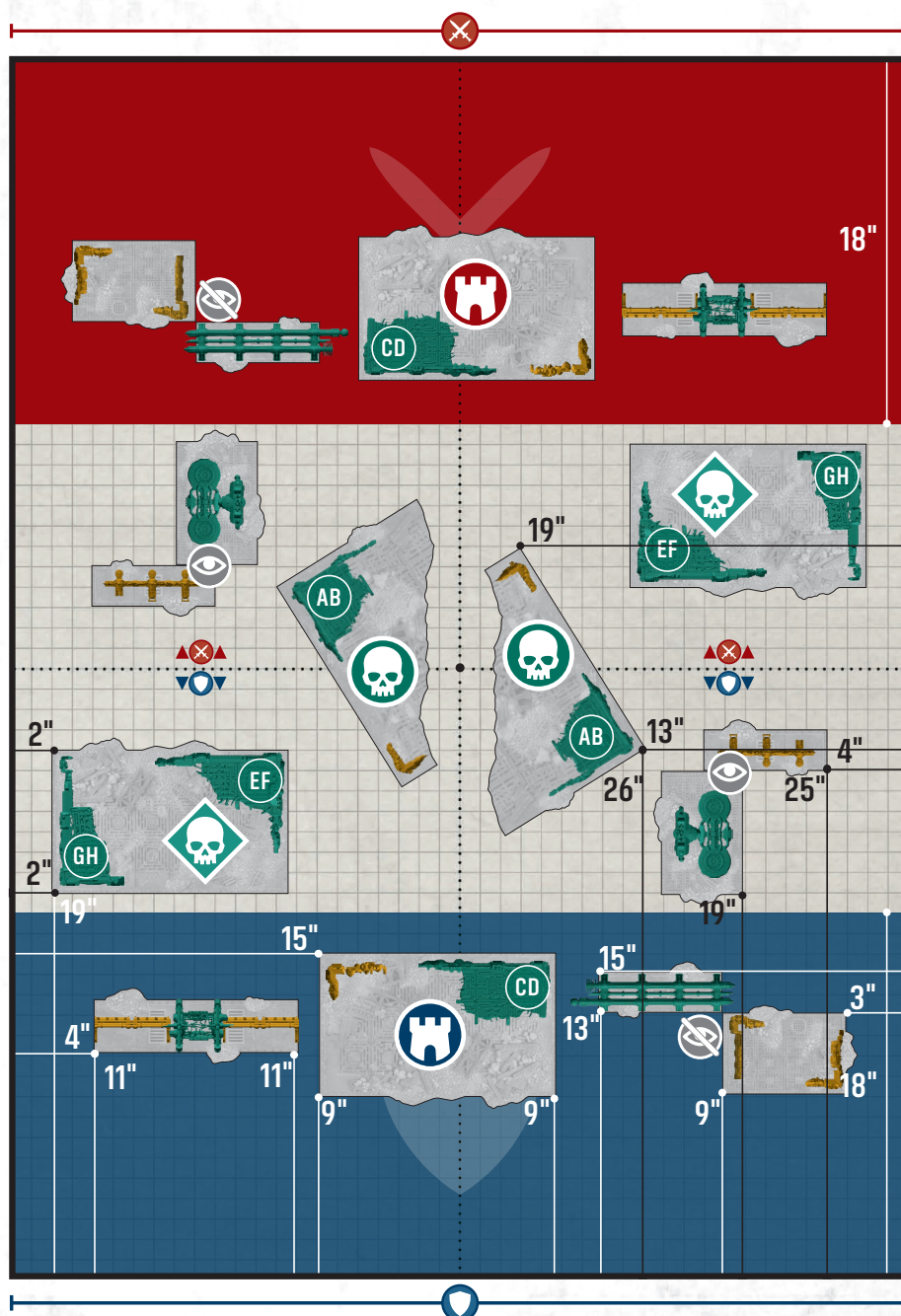
DESTROYER'S WRATH

VS



**MISSION
VITAL LINK**

LAYOUT C





FORCE DISPOSITION
DISRUPTION

MISSION
OUTMANOEUVRE

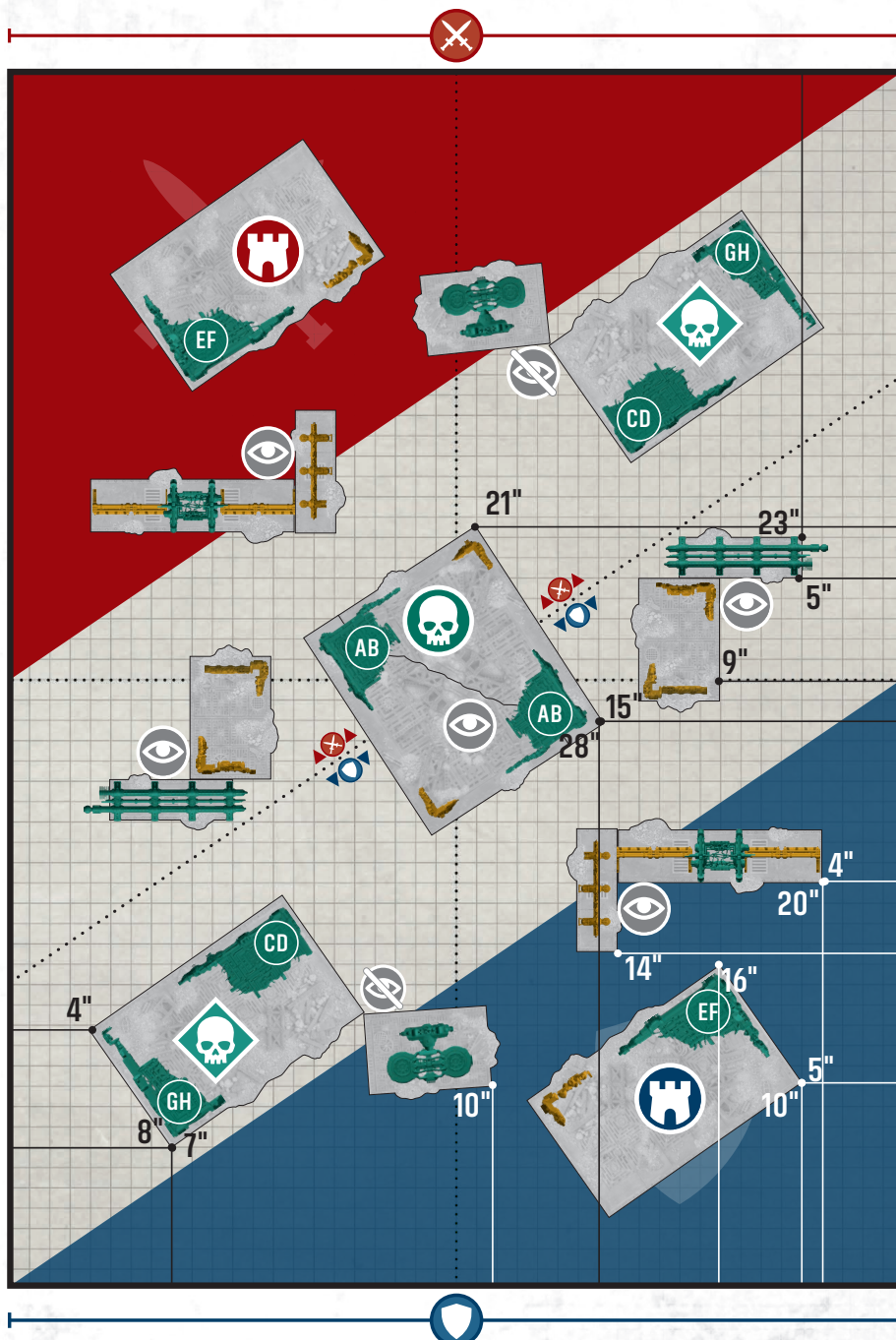
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FORCE DISPOSITION
DISRUPTION

MISSION
OUTMANOEUVRE

LAYOUT A





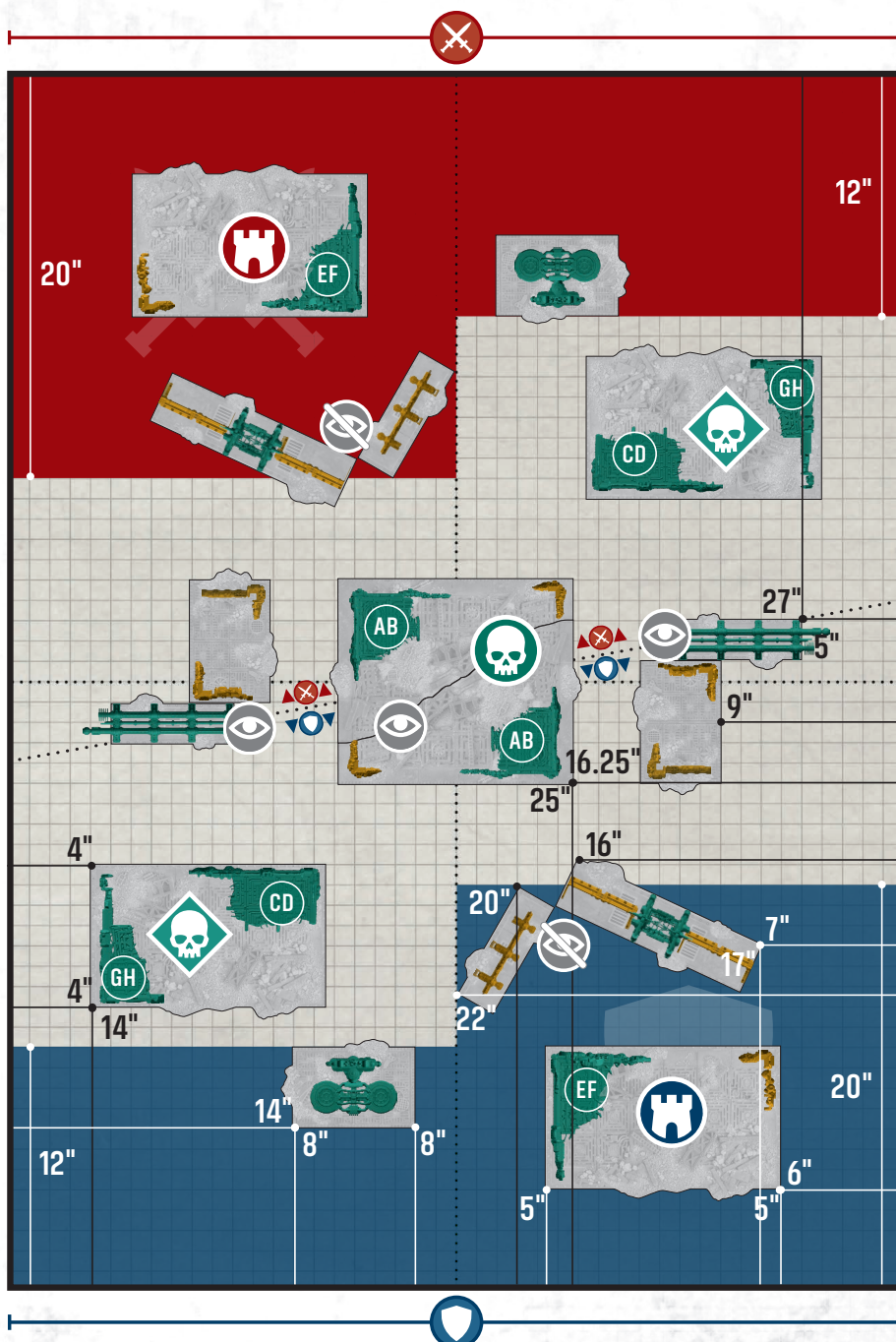
MISSION OUTMANOEUVRE

VS



MISSION
OUTMANOEUVRE

LAYOUT B





MISSION

SMOKE AND MIRRORS

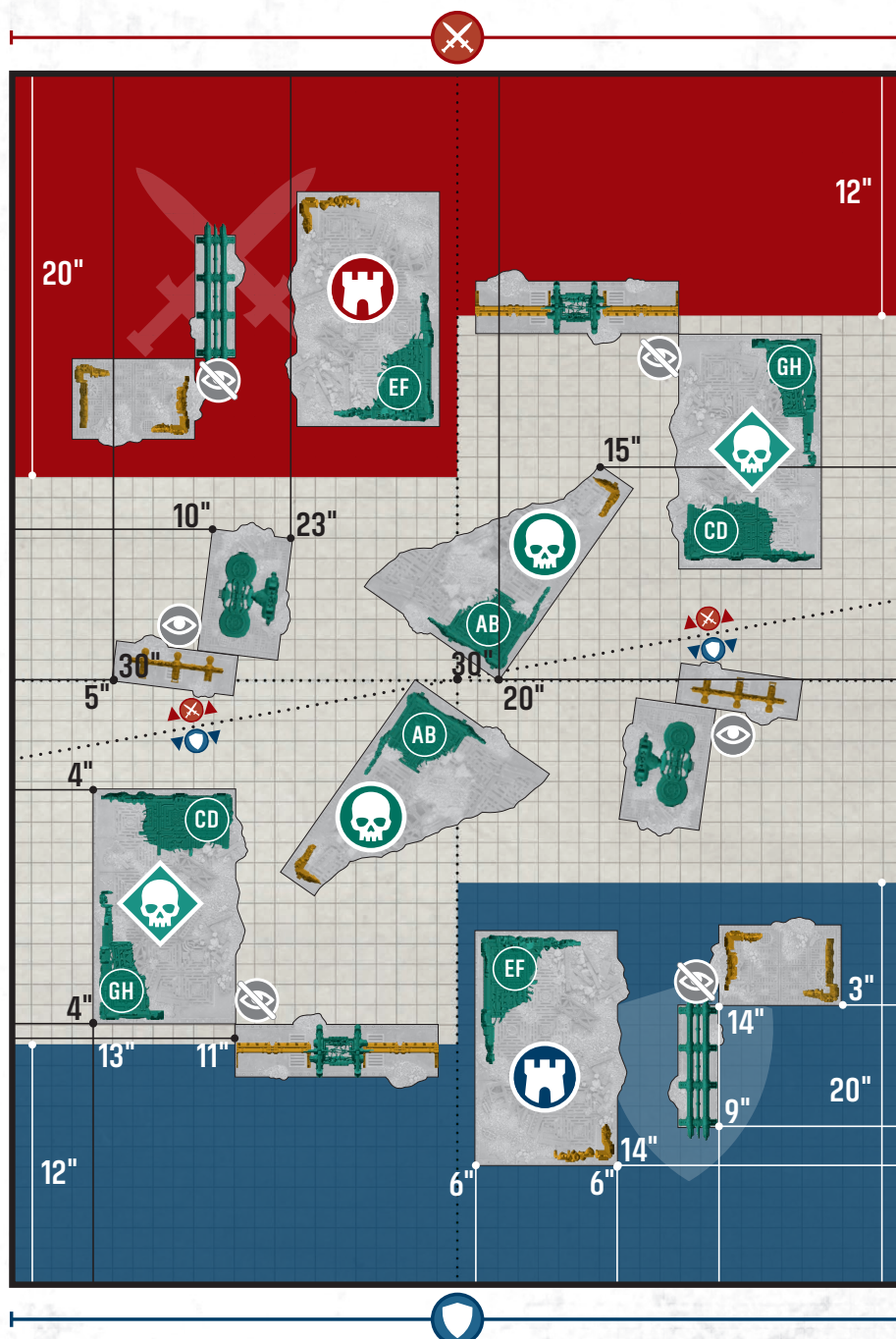
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MISSION

SURVEIL THE FOE

LAYOUT A





FORCE DISPOSITION
DISRUPTION

MISSION
SMOKE AND MIRRORS

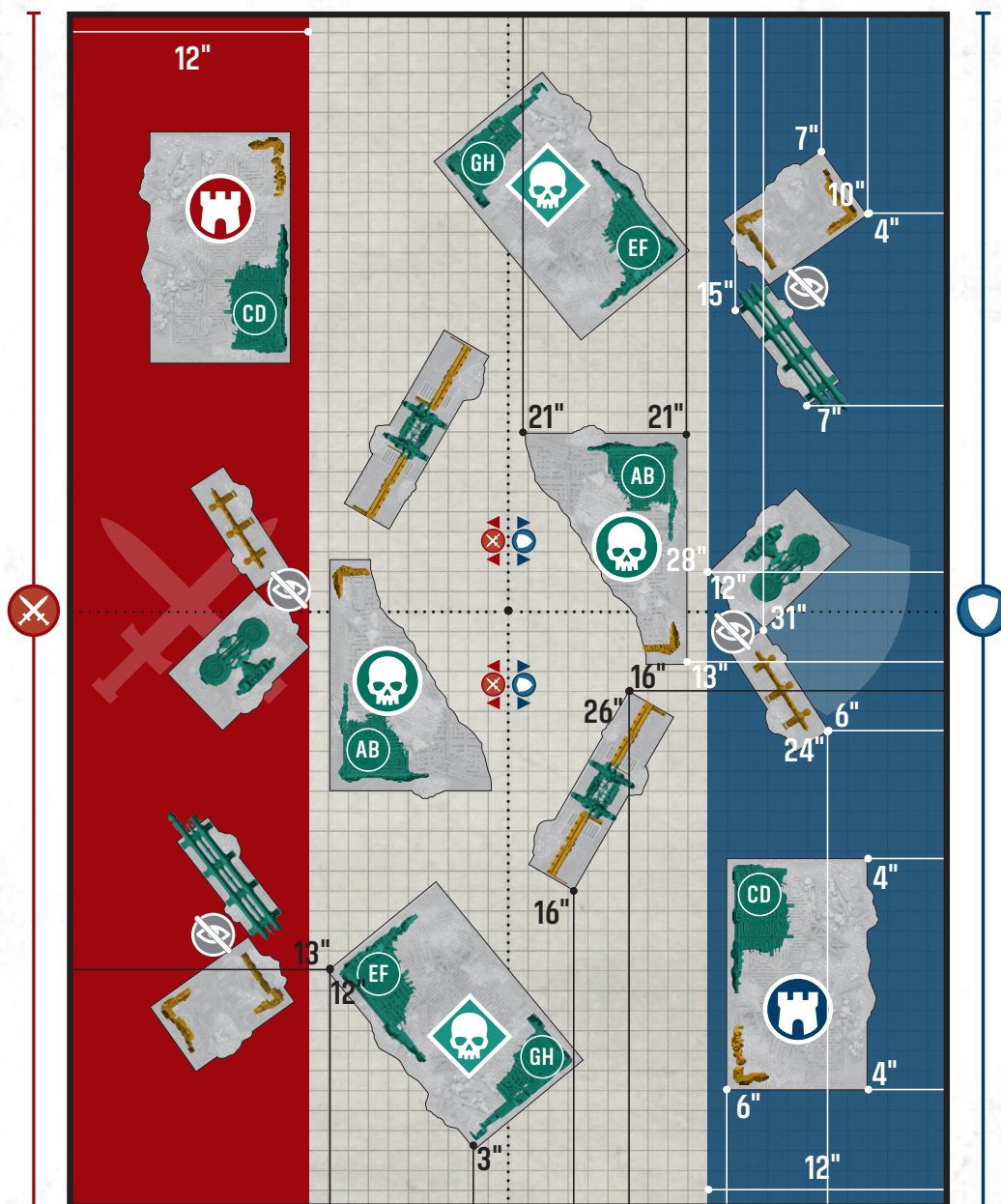
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FORCE DISPOSITION
RECONNAISSANCE

MISSION
SURVEIL THE FOE

LAYOUT B





MISSION

SMOKE AND MIRRORS

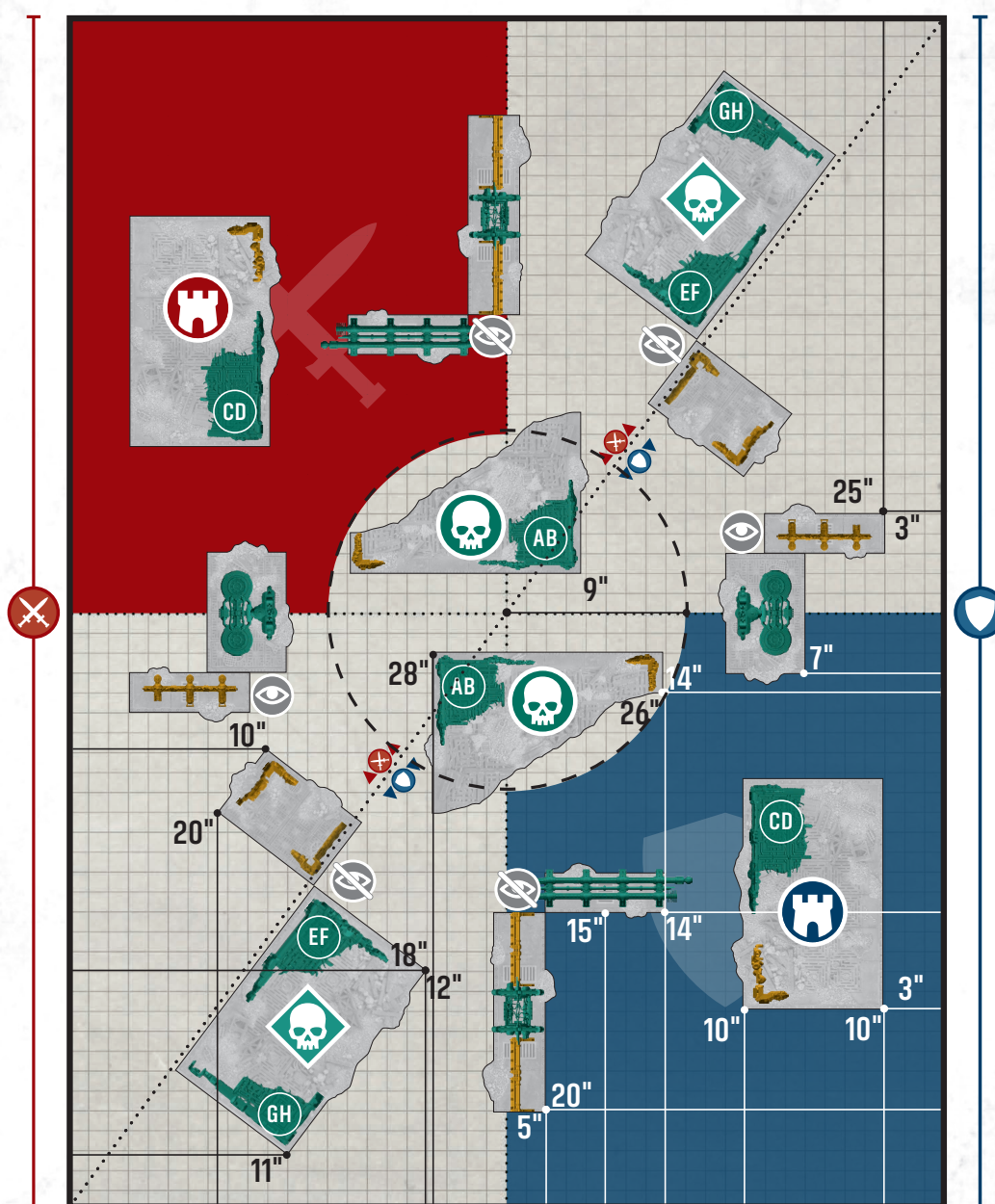
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MISSION

SURVEIL THE FOE

LAYOUT C





FORCE DISPOSITION
DISRUPTION

MISSION
LOCATE AND DENY

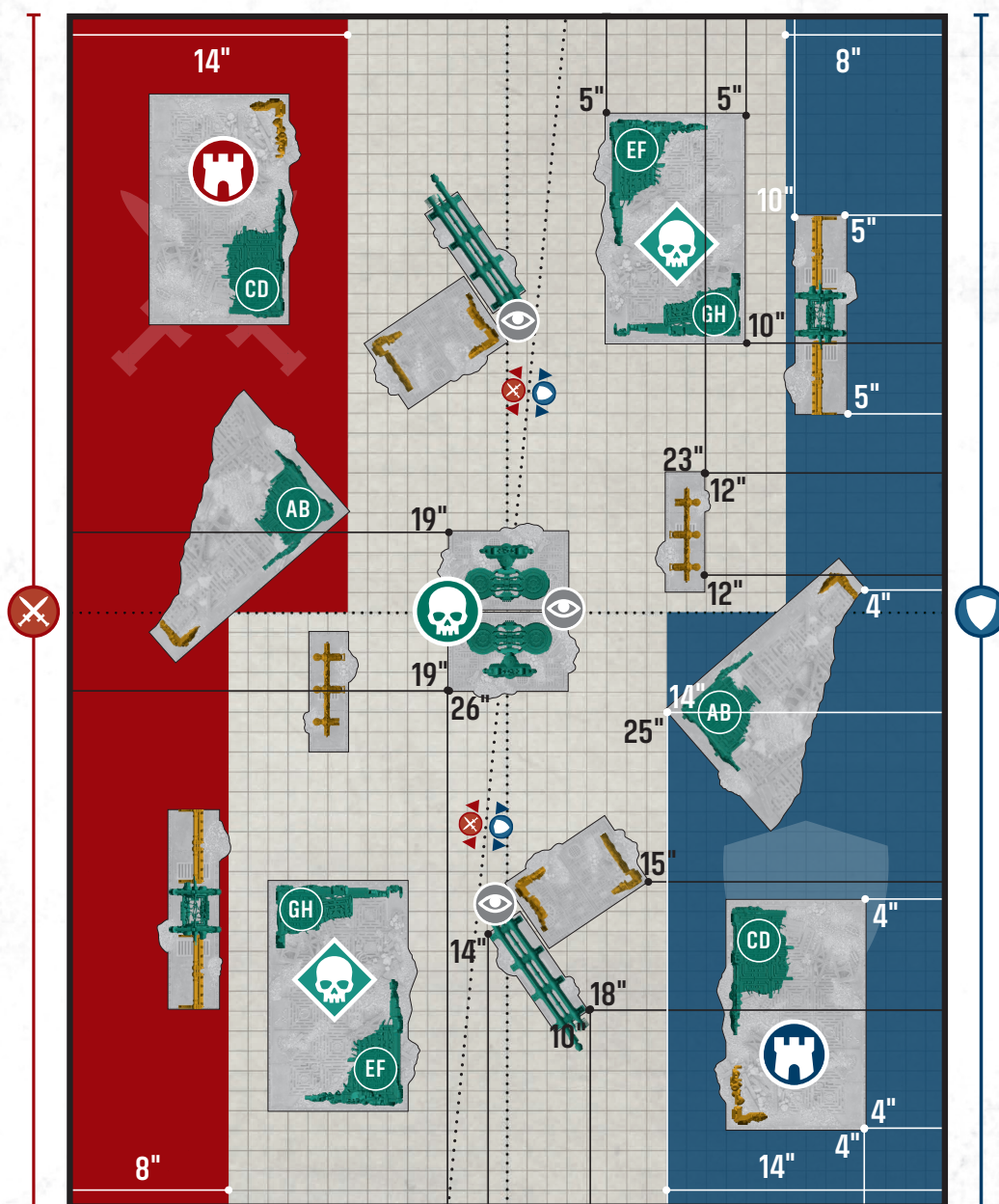
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FORCE DISPOSITION
PRIORITY ASSETS

MISSION
EXTRACT RELIC

LAYOUT A





MISSION

LOCATE AND DENY

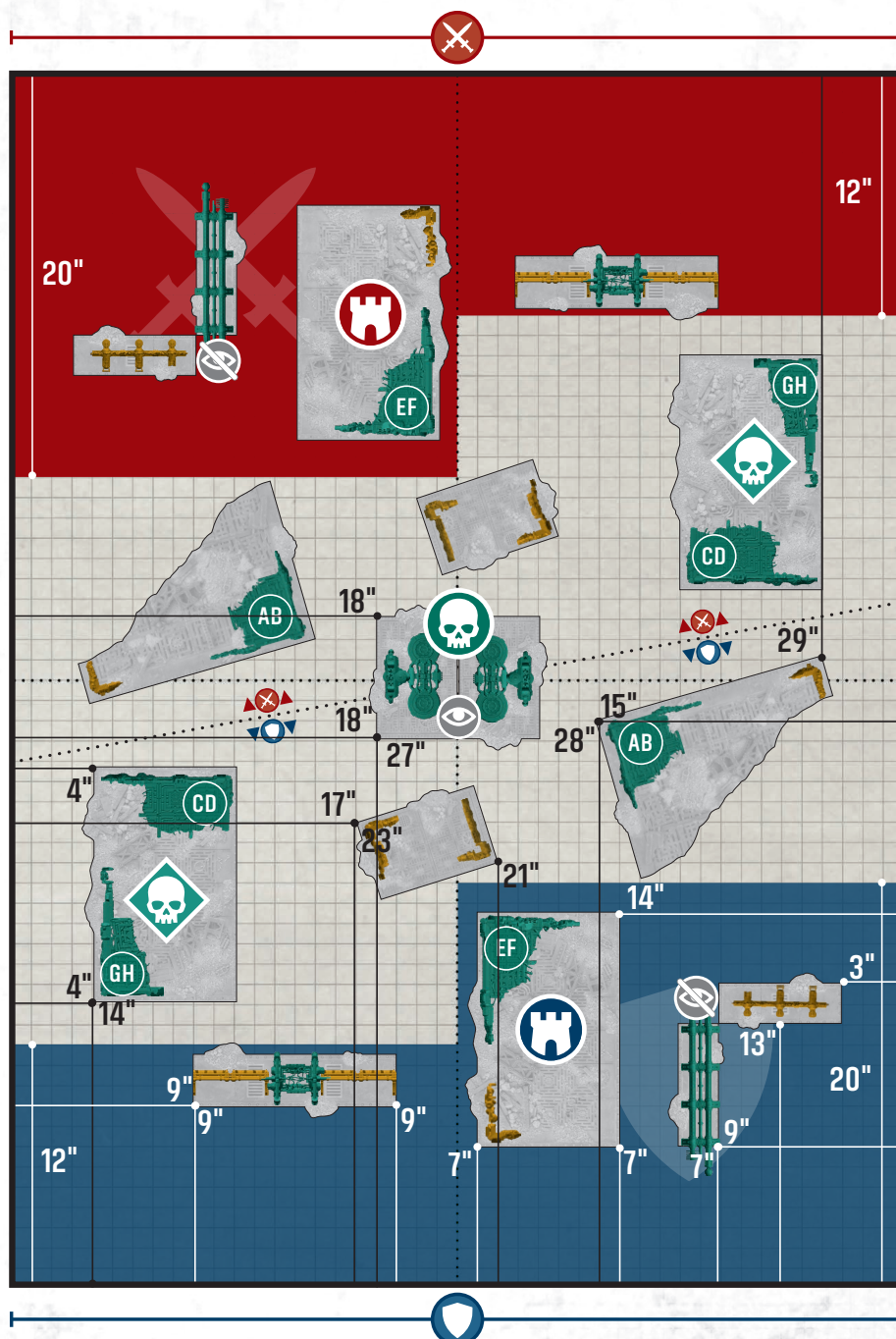
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MISSION

EXTRACT RELIC

LAYOUT B





MISSION

LOCATE AND DENY

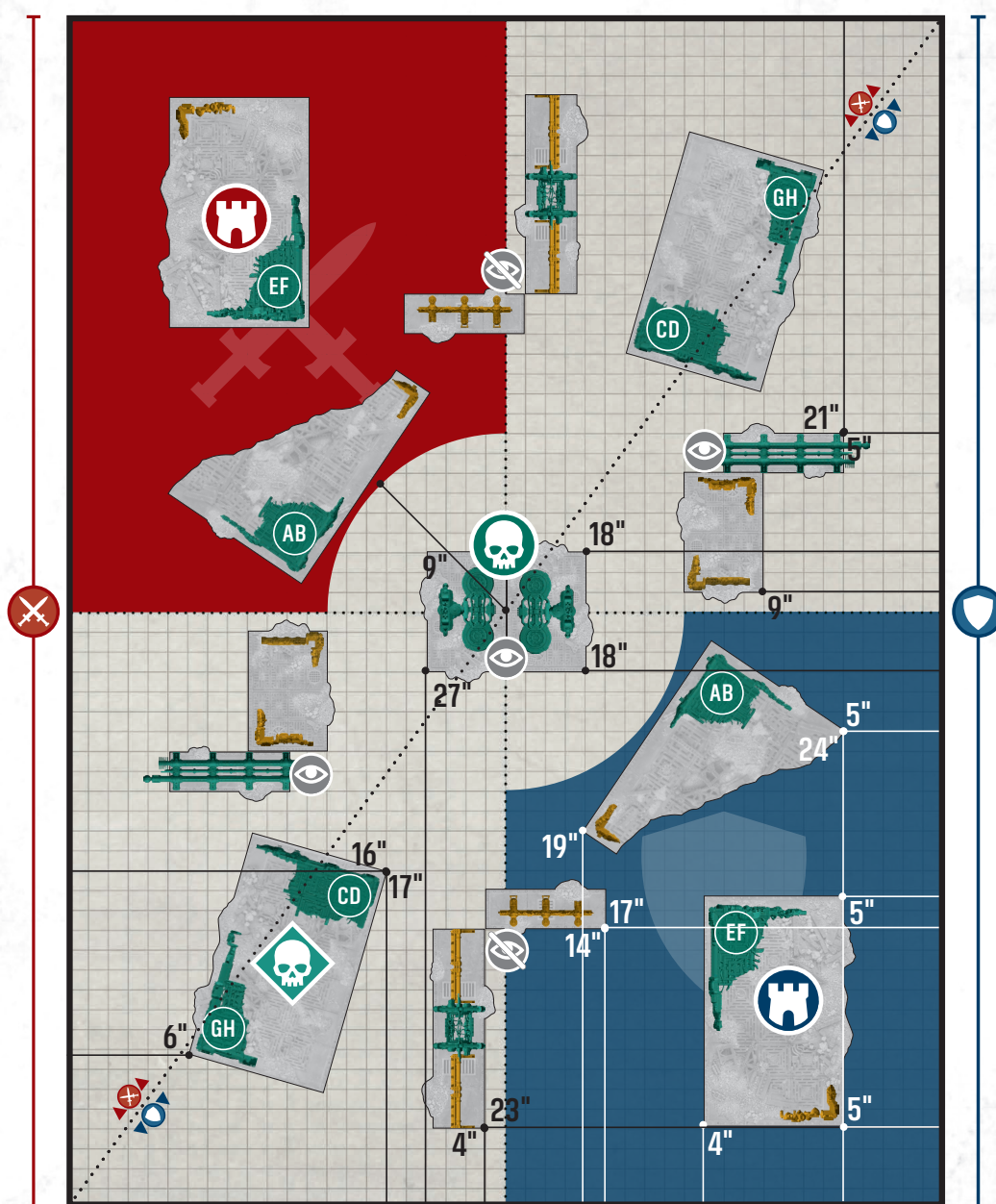
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MISSION

EXTRACT RELIC

LAYOUT C





FORCE DISPOSITION

RECONNAISSANCE

MISSION

GATHER INTEL

VS



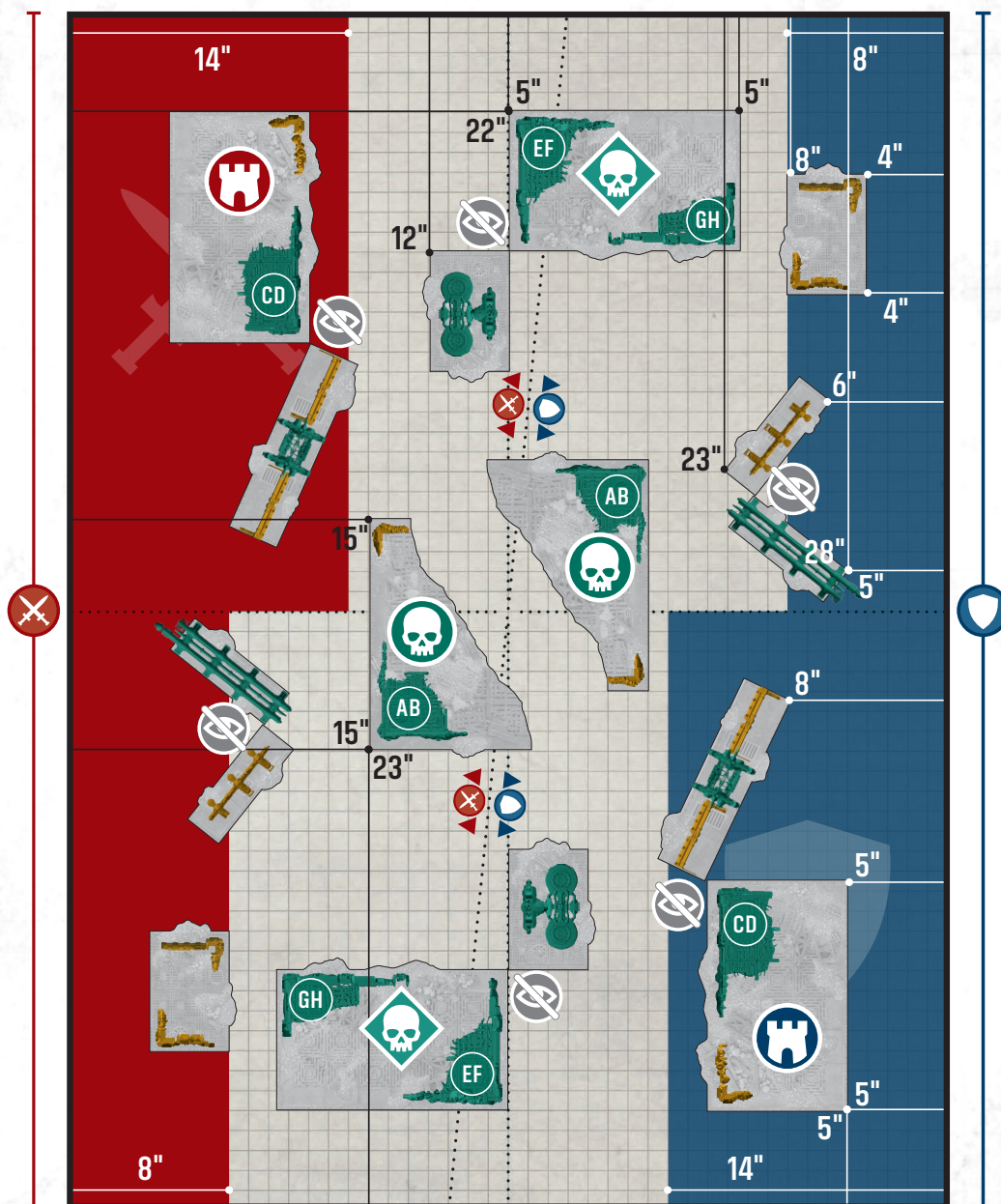
FORCE DISPOSITION

RECONNAISSANCE

MISSION

GATHER INTEL

LAYOUT A





FORCE DISPOSITION

RECONNAISSANCE

MISSION

GATHER INTEL

VS



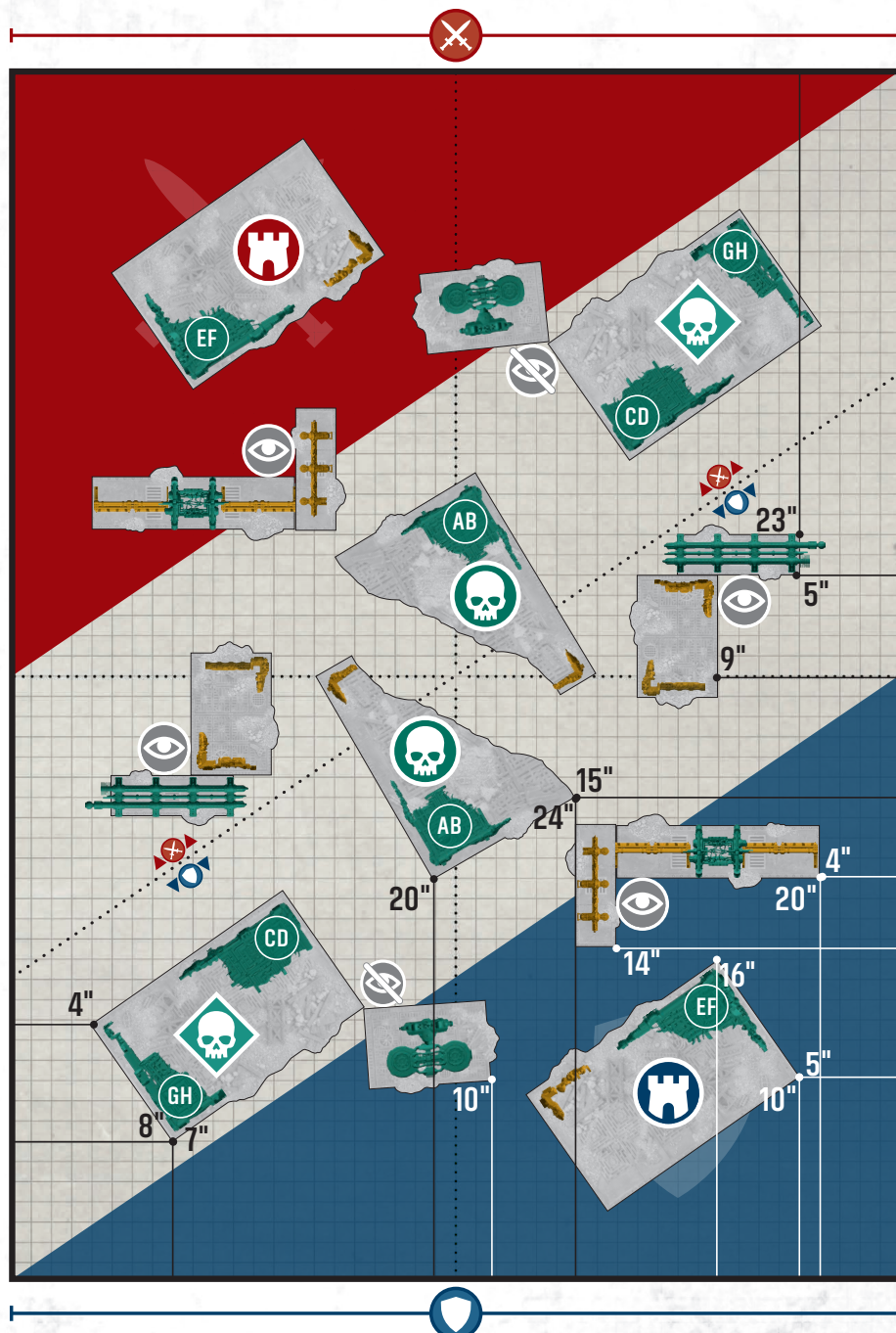
FORCE DISPOSITION

RECONNAISSANCE

MISSION

GATHER INTEL

LAYOUT B





FORCE DISPOSITION

RECONNAISSANCE

MISSION

GATHER INTEL

VS



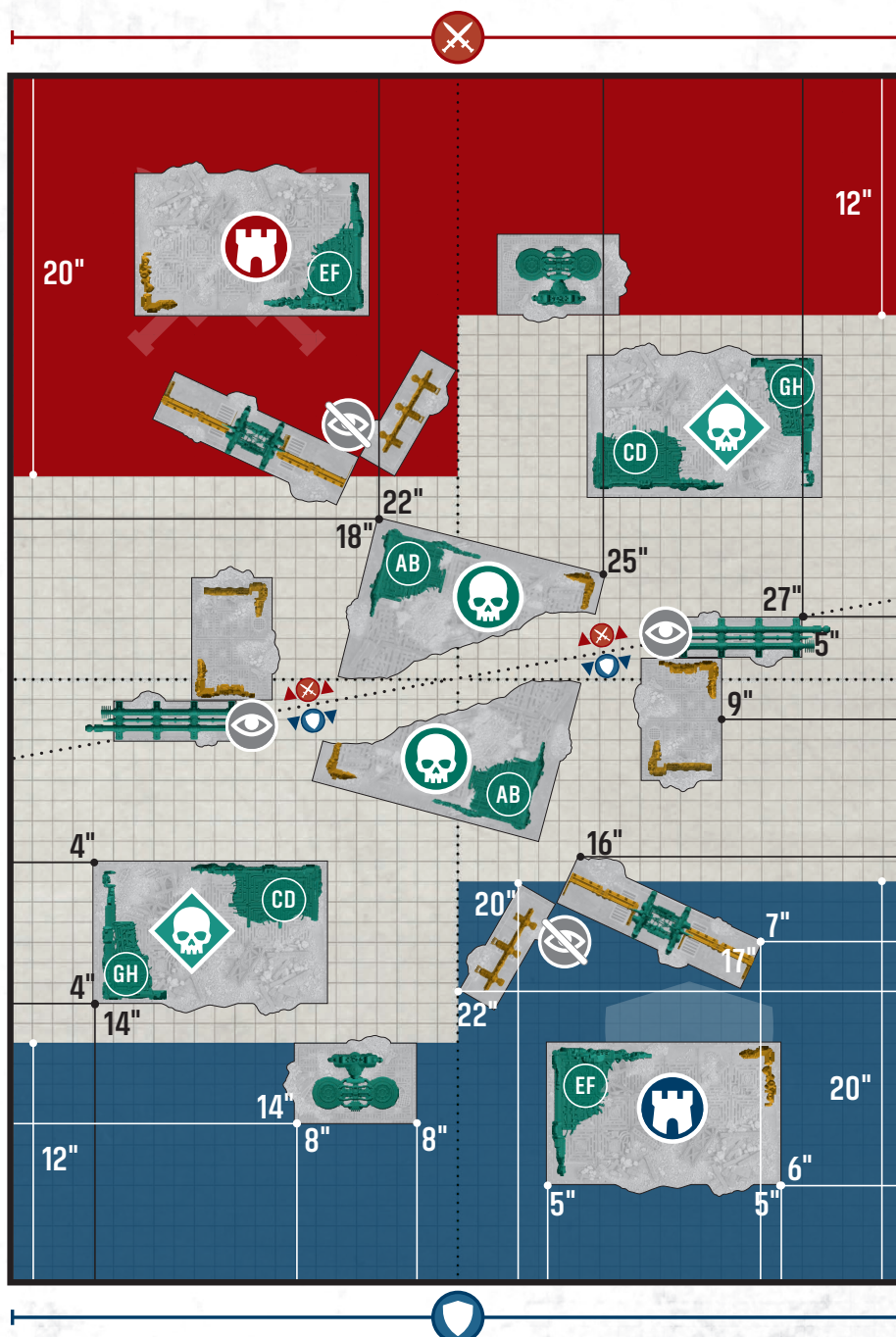
FORCE DISPOSITION

RECONNAISSANCE

MISSION

GATHER INTEL

LAYOUT C





MISSION

SEARCH AND SCOUR

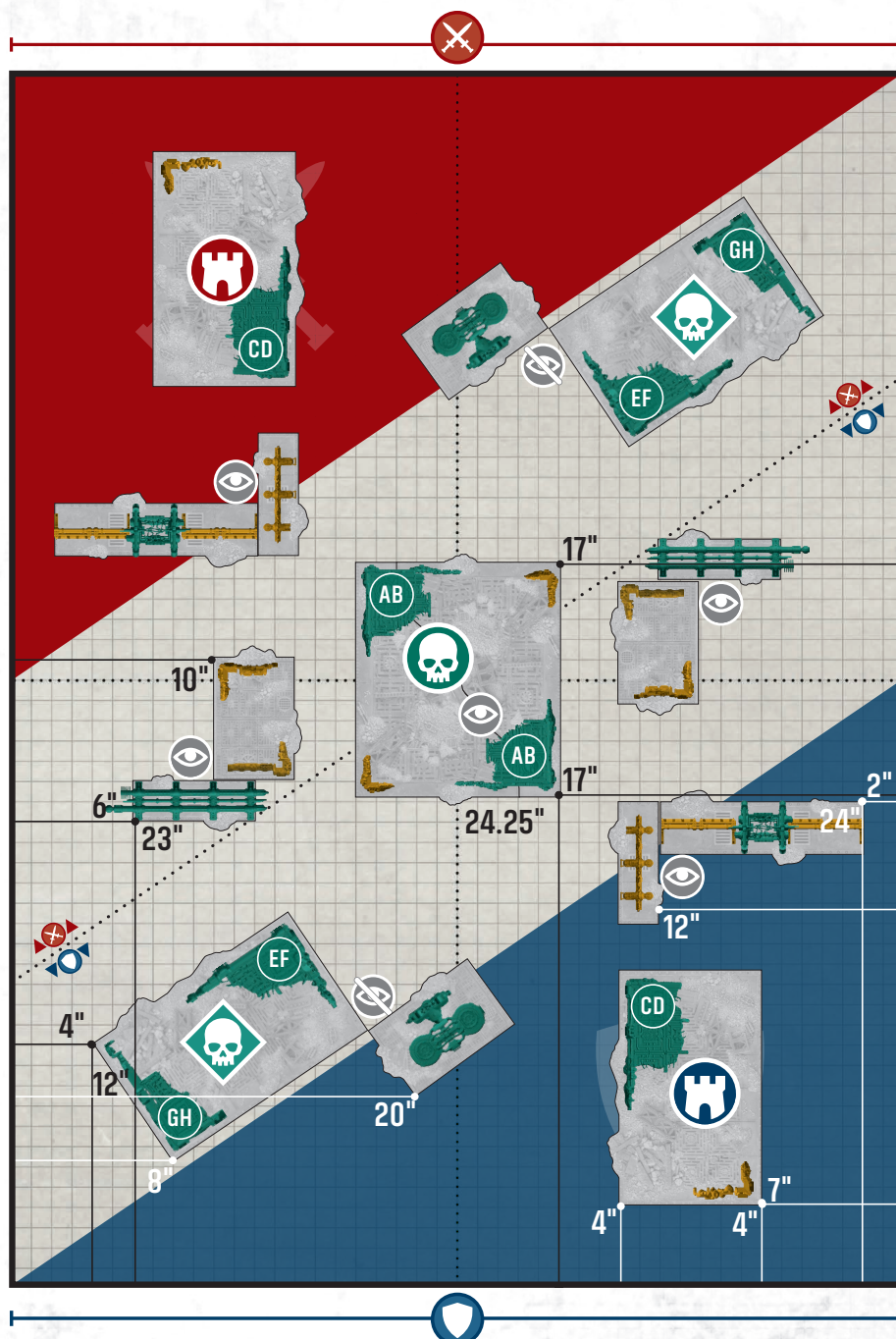
VS



MISSION

VANGUARD OPERATION

LAYOUT A





FORCE DISPOSITION

RECONNAISSANCE

MISSION

SEARCH AND SCOUR

VS



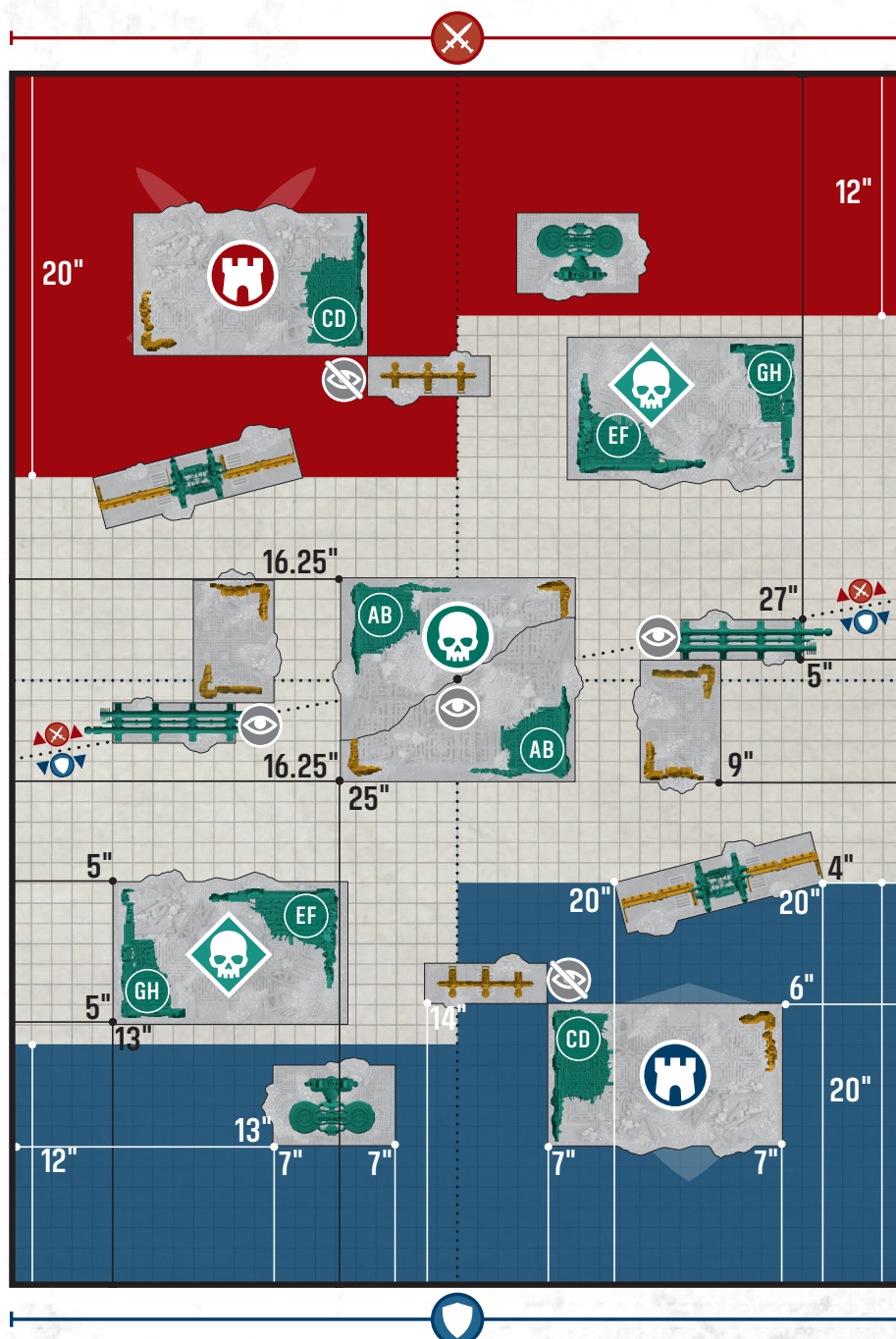
FORCE DISPOSITION

PRIORITY ASSETS

MISSION

VANGUARD OPERATION

LAYOUT B





MISSION

SEARCH AND SCOUR

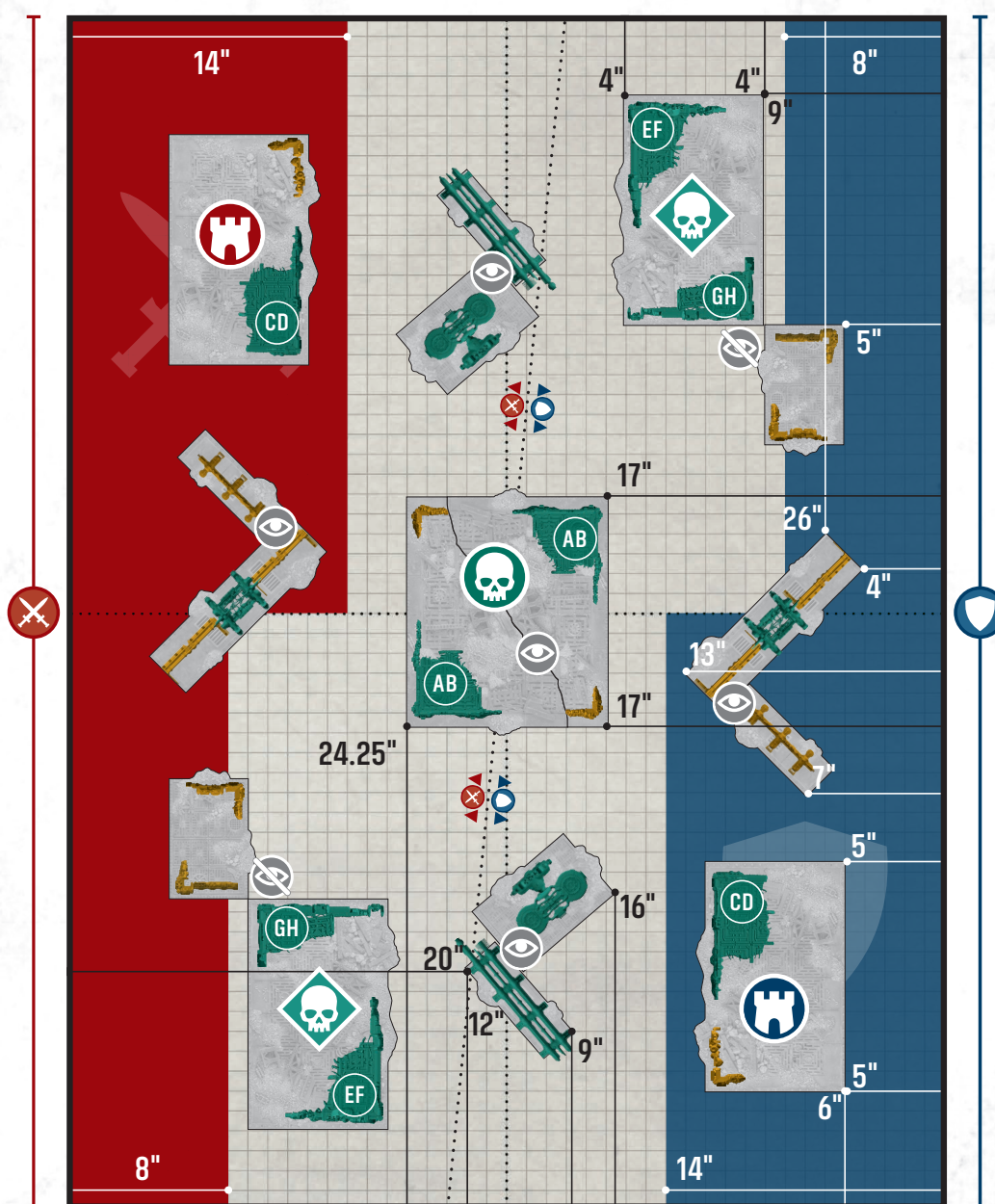
VS



MISSION

VANGUARD OPERATION

LAYOUT C





FORCE DISPOSITION

PRIORITY ASSETS

MISSION

SABOTAGE

VS



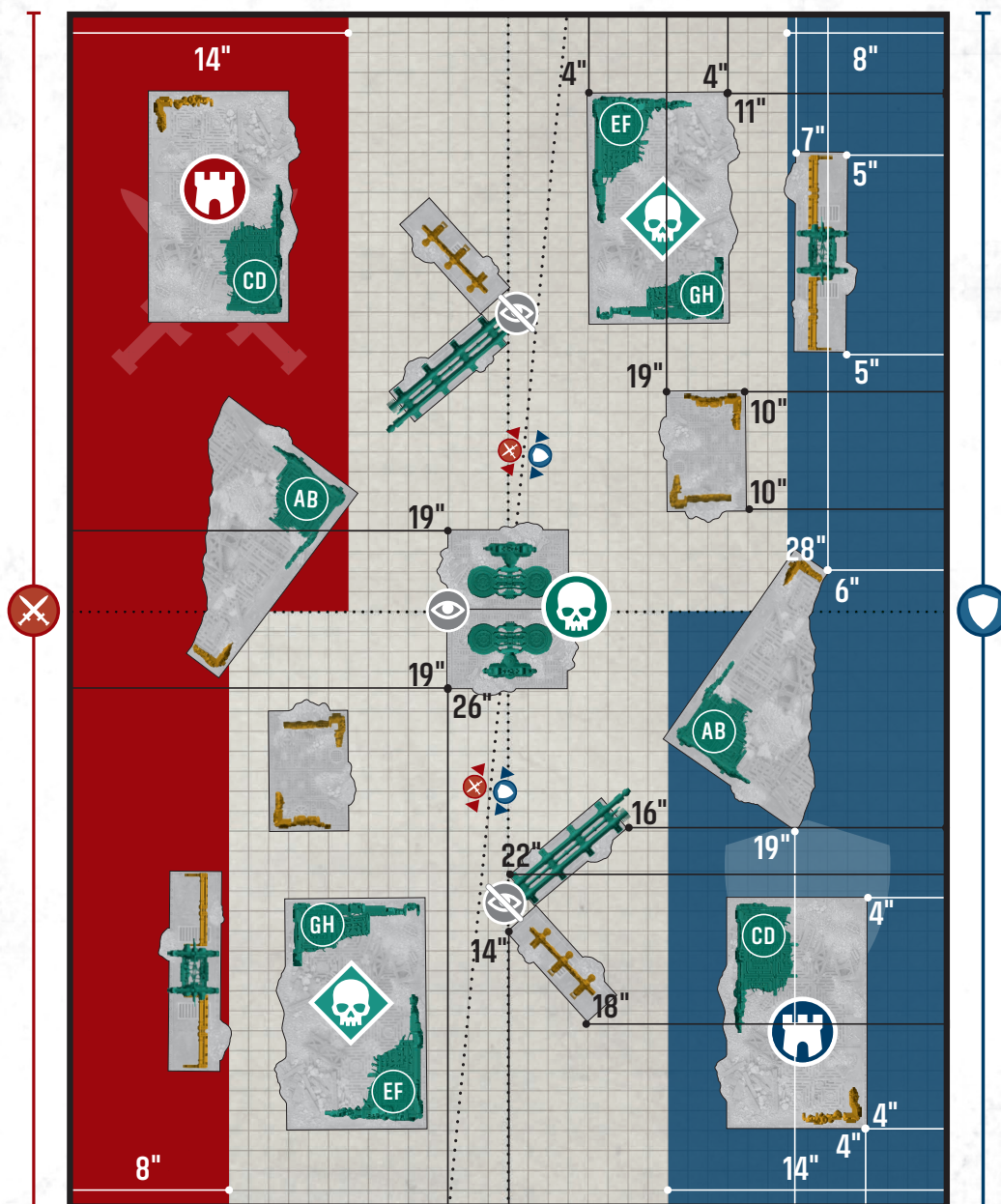
FORCE DISPOSITION

PRIORITY ASSETS

MISSION

SABOTAGE

LAYOUT A





MISSION
SABOTAGE

VS



MISSION SABOTAGE

LAYOUT B





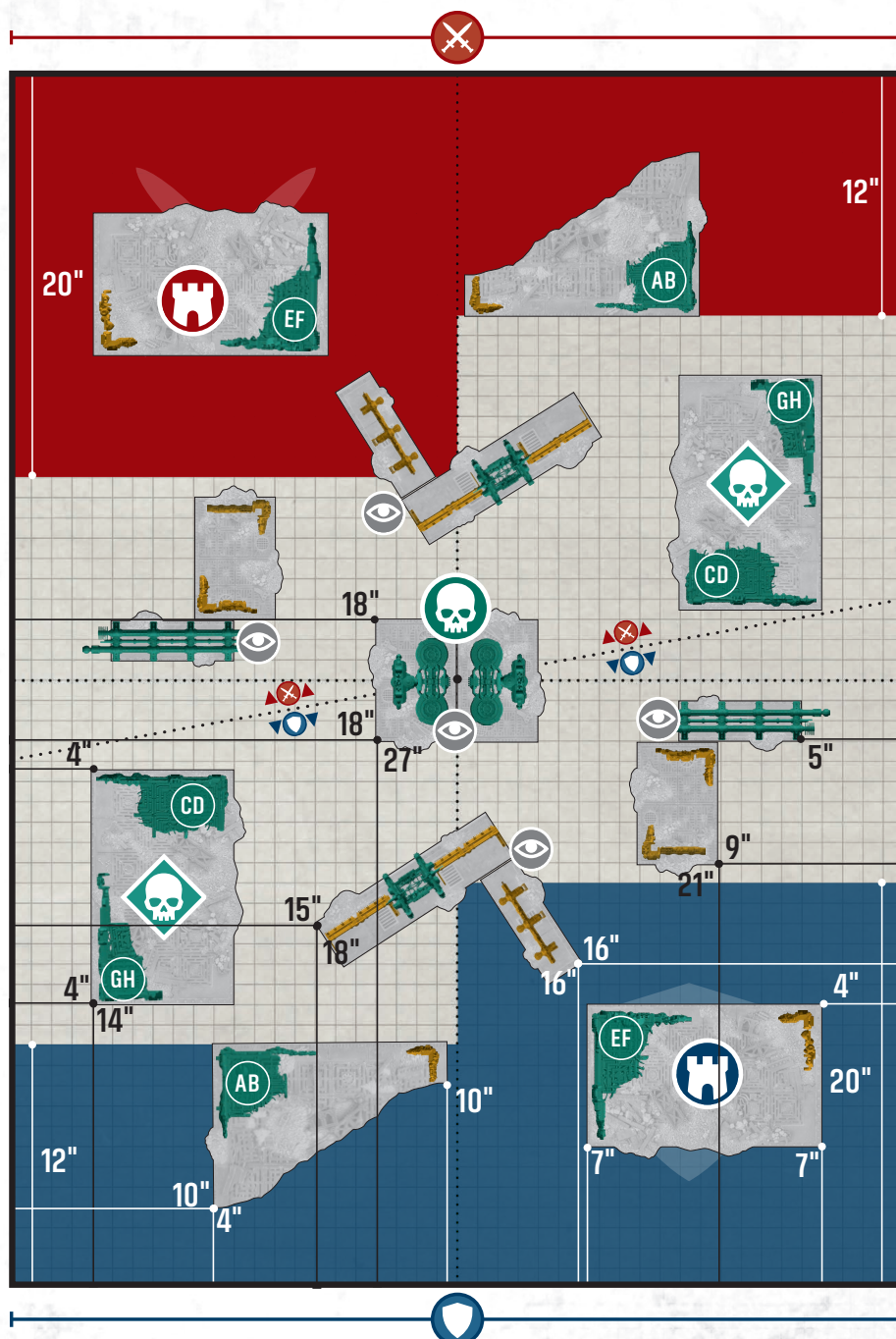
MISSION
SABOTAGE

VS



MISSION SABOTAGE

LAYOUT C





BASE SIZE GUIDE

LAST UPDATED: JUNE 2026

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.

Warhammer events 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.

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 event organiser to agree with them what base size is appropriate.*

One of the key goals of a Warhammer event is to provide a shared fair play experience for all, while celebrating the hobby. To support event 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.

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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 Insidiants	32mm
Celestian Sacresants	32mm
Daemonifuge	32mm
Dialogus	40mm
Dogmata	32mm
Dominion Squad	32mm
Exorcist	Hull
Hospitaller	50mm
Imagifier	32mm
Immolator [Adepta_Sororitas]	Hull
Junith Eruita	50mm
Intranzia Fraye	60mm
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 Pyrithite 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
Hastarii Exterminators	32mm
Hastarii Fusiliers	32mm
Ironstrider Ballistarii	105x70mm Oval Base
Kastelan Robots	60mm
Kataphron Breachers	60mm
Kataphron Destroyers	60mm
Onager Dunecrawler	130mm
Pteraxii Skystalkers	40mm
Pteraxii Sterylizors	40mm
Serberys Raiders	60x35.5mm Oval Base
Serberys Sulphurhounds	60x35.5mm Oval Base
Servitor Battleclade: Servitor Underseer / Gun Servitors	32mm
Servitor Battleclade: Combat Servitors	25mm
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
Thulia Ghuld	80mm

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 Skyreavers	28.5mm
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
Kharseth	32mm
Lhykhis	40mm
Maugan Ra	40mm
Night Spinner	Large Flying Base
Prince Yriel	40mm
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
Starfang	105x70mm Oval Base
Starweaver	Large Flying Base
Storm Guardians	28.5mm

UNIT	BASE SIZE
Storm Guardians: Serpent's Scale Platform	40mm
Striking Scorpions	28.5mm
Swooping Hawks	32mm
The Visarch	32mm
The Yncarne	80mm
Troupe	25mm
Troupe Master	25mm
Vibro Cannon Platform	40mm
Voidweaver	Large Flying Base
Vyper	105x70mm Oval 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 Recon Squad	28.5mm
Cadian Shock Troops	25mm
Catachan Command Squad	25mm
Catachan Heavy Weapons Squad	60mm
Catachan Jungle Fighters	25mm
Centaur RSV	Hull
Chimera	Hull
Commissar	28.5mm
Commissar Graves	Hull
Commissar Graves on Foot	32mm
Commissar Yarrick	32mm
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
Hippogriff AFV	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

UNIT	BASE SIZE
Leman Russ Demolisher	Hull
Leman Russ Eradicator	Hull
Leman Russ Executioner	Hull
Leman Russ Exterminator	Hull
Leman Russ Punisher	Hull
Leman Russ Vanquisher	Hull
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
Castellan	40mm
Chaplain Grimaldus	40mm
Chaplain Grimaldus: Cenobyte 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 Ruinator	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 Porphyrion	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	50mm
Khorne Lord of Skulls	Hull
Kravek Morne	50mm
Legionaries	32mm
Lord Discordant on Helstalker	120x92mm Oval Base
Master of Executions	40mm
Master of Possession	40mm

UNIT	BASE SIZE
Masters of the Maelstrom: Garlon Souleater, Garreon the Corpsemaster, Katar Garrix, Captain Sargotta	40mm
Masters of the Maelstrom: The Enforcer	32mm
Maulerfiend	120x92mm Oval Base
Mutilators	50mm
Nemesis Claw	32mm
Noctilith Crown	Hull
Obliterators	50mm
Possessed	40mm
Raptors	32mm
Red Corsairs Raiders	40mm
Red Corsairs Reave-Captain	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
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
Defiler	160mm
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
Inquisitor Kroyle	60mm
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
Voidsmen-at-Arms	25mm
Watch Captain Artemis	32mm
Watch Master	32mm

IMPERIAL KNIGHTS

UNIT	BASE SIZE
Armiger Helverin	100mm
Armiger Warglaive	100mm
Canis Rex	170x109mm Oval Base
Sir Hekhtur	25mm
Knight Castellan	170x109mm Oval Base
Knight Crusader	170x109mm Oval Base
Knight Defender	170x109mm Oval Base
Knight Destrier	150x95mm 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
Berehk Stornbröw	40mm
Brôkhyr Iron-master	32mm
Brôkhyr Iron-master: E-COG	25mm
Brôkhyr Iron-master: Ironkin Assistant	28.5mm
Brôkhyr Thunderkyn	40mm
Buri Aegnrissen	40mm
Cthonian Beserks	28.5mm
Cthonian Beserks: Mole grenade launcher	50mm
Cthonian Earthshakers	80mm
Einhyr Champion	40mm
Einhyr Hearthguard	32mm
Grimnyr	40mm
Grimnyr: 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	105x70mm Oval Base
Kapricus Defenders	105x70mm Oval Base
Memnyr Strategist	32mm
Sagitaur	Hull
Úthar 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	90mm
C'tan Shard of the Void Dragon	80mm
Canoptek Doomstalker	90mm
Canoptek Macrocytes	28.5mm
Canoptek Reanimator	60mm
Canoptek Scarab Swarms	40mm
Canoptek Spyderys	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
Illuminator Szereas	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
Nekrosor Ammentar	80mm
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

UNIT	BASE SIZE
Skorpekh Destroyers	50mm
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
Bannernob	40mm
Battlewagon	Hull
Beast Snagga Boyz	32mm
Beastboss	50mm
Beastboss on Squigosaur	80mm
Bigboss	40mm
Big Mek	50mm
Big Mek Dakkarig	90mm
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
Boyz: Boss Nob (Armageddon)	40mm
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

UNIT	BASE SIZE
Mozrog Skragbad	80mm
Nobz	32mm
Painboss	40mm
Painboy	32mm
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 (Armageddon)	50mm
Warboss in Mega Armour	50mm
Wartrakk	105x70mm Oval Base
Wazdakka Gutsmek	120mm
Wazbom Blastajet	150x95mm Oval Base
Weirdboy	40mm
Weirdboy (Armageddon)	50mm
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 Titus	40mm
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
Chaplain with Jump Pack (Armageddon)	40mm
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
Eradicator Squad with Heavy Bolters	40mm
Firestrike Servo-turrets	80mm
Gladiator Lancer	100mm
Gladiator Reaper	100mm

UNIT	BASE SIZE
Gladiator Valiant	100mm
Hammerfall Bunker	Hull
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
Land Speeder	105x70mm Oval Base
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 with Combi-weapon	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
Wardens of Ultramar: Ancient Gadriel, Veteran Sergeant Metaurus	40mm
Wardens of Ultramar: Gaius Silva, Aemelia Minervas, Dainal Kornelius, Lucia Vestha	28.5mm
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
The Twin Lance: Ri'Lantar / Ri'Locai	60mm
The Twin Lance: MV15 Gun Drone	32mm
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
Hyperadapted Raveners	40mm
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 Red Terror	100mm
The Swarmlord	60mm
Toxicrene	120x92mm Oval Base
Trygon	120x92mm Oval Base
Tyranid Prime with Lash Whip	50mm

UNIT	BASE SIZE
Tyranid Warriors with Melee Bio-weapons	50mm
Tyranid Warriors with Ranged Bio-weapons	50mm
Tyrannocyte	100mm
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