Army Selection Methods

- Your Army May Only have 2 Unique Detachments chosen from the following:
  - ❖ 0-1 Combined Arms Detachment(CAD) or Codex Detachment (CD)
    - ○ Codex Detachments refer to those found in the recent Codices (Orks, GK, & SW) This will count as your CAD for army selection purposes.
  - ❖ 0-1 Allied Detachment (AD)
  - ❖ 0-2 Formations (including Dataslate Formations for example: Heavy Support Cadre, or Strike Force Ultra: Space Marines).
    - ○ Examples of 2 Unique Detachment Armies:
      - ➢ 1 CAD + 1 Formation
      - ➢ 1 CD + 1 AD + Dataslate unit replacing a HQ FoC slot in CAD
      - ➢ 2 Formations + Dataslate units
      - ➢ 1 CAD + 3 Fast Attack Dataslate Units
      - ➢ etc.
- These Sources may both come from the same Faction, but must adhere to the above restrictions.
- Single unit/model Dataslate units will count as replacing a Detachment Force Organizational Slot as befits the unit (ex. Be'Lakor replaces 1 HQ slot in your Detachment).
- Units from Forgeworld are allowed, though:
  - ❖ Forgeworld Formations and Armies may NOT be taken at this event.
  - ❖ You will be required to present a copy of the rules for these units on request from either Tournament Judges or Opponents. Failure to do so will mean the removal of those unit(s) from the rest of play for the duration of the tournament.
  - ❖ To help this please PRINT OUT these rules ahead of time (phones are small and hard to look at) or have them on a Tablet Computer/iPad/Kindle/etc.
  - ❖ Super Heavies/Gargantuan Creatures taken in this way will take up your LORD OF WAR slot.
    - ○ A Lord of War (LoW) may be chosen from the following list.
      - ➢ All of the Baneblade chassis vehicles except for the Hellhammer (and Traitor's Bane variant) and Stormsword, which are not allowed for the ROGT 2014.
      - ➢ Crassus Armored Assault Transport
      - ➢ Gorgon Heavy Transporter
      - ➢ Minotaur Artillery Tank
      - ➢ All Macharius chassis vehicles.
      - ➢ All Malcador chassis vehicles except the Malcador Infernus which is not allowed for the ROGT 2014
      - ➢ Valdor Tank Hunter
      - ➢ Marauder Bomber (may not take Hellstorm bombs)
      - ➢ Maurader Destroyer
      - ➢ Fellblade
      - ➢ Cereberus Heavy Tank Destroyer
      - ➢ Thunderhawk Transporter
      - ➢ Greater Brass Scorpion of Khorne
      - ➢ Obelisk
      - ➢ Ghazgkull Thraka
      - ➢ Stompa
      - ➢ Gargantuan Squiggoth

- ➢ Kustom Battle Fortress
- ➢ Kill Krusha Tank
- ➢ Kill Blasta
- ➢ Cobra
- ➢ Scorpion
- ➢ Lynx with Pulsar (but not with Sonic Lance)
- ➢ Tiger Shark (Escalation version)
- ➢ Orca Dropship
- ➢ Barbed Hierodule
- ➢ Lord Kaldo Dreigo

- Units Generated during the game that were not purchased as part of a player's army list (e.g. Tyranid Tervigons spawning Termagaunts or the Chaos Daemons Portaglyph summoning daemons, or Conjuration Powers) are considered part of the owning player's army, but not any specific Detachment. This means they do not benefit from any Command Benefits of any of the Detachments included in the army (including Objective Secured).