

EPICOMMS NET EPIC ARMAGEDDON PROJECT
SUGGESTED MODIFICATIONS FOR TOURNAMENTS
July, 2008 (Changes to be applied in addition to 2008 errata update)
Extended Format

SPACE MARINES

CODEX ASTARTES

Army list changes

- Terminator Detachment cost +25 points to 350
- Land Raider Detachment cost -50 points to 350
- Predator Detachment cost -25 points to 275
- Vindicator Detachment cost -25 points to 275
- Single Warhound cost +25 points to 275
- Marauder Bomber cost -50 points to 250

Unit changes

- Predator Destructor firefight +1 to 4+
- Land Raider firefight +1 to 4+
- Vindicator speed +5cm to 25cm
- Dreadnought save +1 to 3+
- Marauder Class Bomber Bomb Racks firepower +1 BP to 3BP

WHITE SCARS

Army list changes

- Bike Detachment -25 points to 375
- Predator Detachment cost -25 points to 275
- Single Warhound cost +25 points to 275
- Marauder Bomber cost -50 points to 250

Unit changes

- Predator Destructor firefight +1 to 4+
- Land Raider firefight +1 to 4+
- Vindicator speed +5cm to 25cm
- Attack Bike speed +5cm to 35cm
- Marauder Class Bomber Bomb Racks firepower +1 BP to 3BP

IMPERIAL GUARD

STEEL LEGION

Army list changes

- Marauder Bomber cost -50 points to 250

Unit changes

- Deathstrikes: Remove “No line of fire is required to fire a Deathstrike missile”, add Indirect Fire to Deathstrike missile
- Baneblades: replace all Baneblade weapons with the following:
 - 3 x Twin Heavy Bolters, 30cm, AP4+
 - 2 x Lascannon, 45cm, AT5+
 - Autocannon, 45cm, AP5+/AT6+
 - Demolisher Cannon, 30cm, AP3+/AT4+, Ignore Cover, Fixed Forward Arc
 - Main Battle Cannon, 75cm, AP3+/AT3+
- Marauder Class Bomber Bomb Racks firepower +1 BP to 3BP

Special Rules changes

- Commissars can only be added to Imperial Guard units (no Titans, no Navy)

BARAN SIEGEMASTER

Army list changes

- Regimental HQ cost +75 points to 225
- Infantry Companies cost +50 points to 175
- Siege Regiment AA battery cost -25 points to 100
- Hellhound Squadron cost -25 points to 125
- Artillery Battery: lose emplacement option (formation entry becomes 3 guns and 3 transports)
- Artillery Company: cost -25 points to 425 and lose transports option (formation entry becomes 9 guns and 9 emplacements)
- Marauder Bomber cost -50 points to 250

Unit changes

- Deathstrikes: Remove “No line of fire is required to fire a Deathstrike missile”, add Indirect Fire to Deathstrike missile
- Sappers: add Small Arms ignore cover to heavy flamer, add Walker to unit notes.
- Marauder Class Bomber Bomb Racks firepower +1 BP to 3BP

Special Rules changes

- Commissars can only be added to Imperial Guard units (no Titans, no Navy)

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ORKS

GHAZGKHULL MAG URUK
THRAKA'S WAR HORDE

Army list changes

- Supastompa cost +25 to 275
- Stompas: change Normal / Big / Uge costs to 225 / 400 / 575

BURNING DEATHS SPEED FREEKS

Army list changes

- Warband: change Normal / Big / Uge costs to 200 / 375 / 550
- Outriders: change Normal / Big / Uge costs to 150 / 250 / 350
- Fortress Mobs: change Normal / Big / Uge costs to 275 / 475 / 675

WARLORD SNAGGA-SNAGGA'S
FERAL ORK HORDE

Army list changes

- Squig Catapult "Extras" restricted to "Up to 3"
- Orkeausaurus cost +25 to 175
- Junka Brigade: change Normal / Big / Uge costs to 175 / 300 / na
- Junka Brigade; Junkatrukk and Nob upgrade cost +15 points to 50

Unit changes

- Junkatrukk; remove ", and use their firefight value in an assault or to lend supporting fire" from Notes
- Boarboyz speed -5cm to 20cm and armor save +1 to 5+

ELDAR

BIEL-TAN CRAFTWORLD

Army list changes

- Guardian Warhost; remove "3 Wraithguard units for +150 points, replace with "2-3 Wraithguard +50 points each"

Unit changes

- Fire Prisms: replace Prism Cannon stats with the following: 60cm, AP4+/AT2+, Lance
- Jetbikes: armor save -1 to 5+
- Warp Spiders: lose Scouts
- Howling Banshees: increase Close Combat +1 to 2+
- Wave Serpents: add Heavy Weapon Platform to transport options

CHAOS

THE STIGMATUS COVENANT
CHAOS CULTIST

Army list changes

- Marauder Bomber cost -50 points to 250

Unit changes

- Daemon Prince: lose Titan Killer (1) from both weapons (Macroweapon remains)
- Marauder Class Bomber Bomb Racks firepower +1 BP to 3BP

BLACK LEGION CHAOS MARINE

Army list changes

- Obliterators cost +10 points to 85
- Ravager titan cost -25 points to 625
- Feral titan cost +25 points to 325
- Raptors cost +5 points to 40
- Greater Daemon cost -25 points to 75
- Move the Assault Company to the Chaos Titan Legion War Engine box

Unit changes

- Daemon Prince: lose Titan Killer (1) from both weapons (Macroweapon remains)