

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

SPACE MARINES

CODEX ASTARTES

Army list changes

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

Unit changes

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

WHITE SCARS

Army list changes

- Bike Detachment to 375 points
- Predator Detachment to 275 points
- Single Warhound to 275 points
- Marauder Bomber to 250 points

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 to 3BP

IMPERIAL GUARD

STEEL LEGION

Army list changes

- Marauder Bomber to 250 points

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
 - Main Battle Cannon, 75cm, AP3+/AT3+
- Marauder Class Bomber Bomb Racks firepower 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 to 225 points
- Infantry Companies to 175 points
- Siege Regiment AA battery to 100 points
- Hellhound Squadron to 125 points
- Artillery Battery: lose emplacement option (formation entry becomes 3 guns and 3 transports)
- Artillery Company: to 425 and lose transports option (formation entry becomes 9 guns and 9 emplacements) points
- Marauder Bomber to 250 points

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 to 3BP

Special Rules changes

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

ORKS

GHAZGHULL MAG URUK THRAKA'S WAR HORDE

Army list changes

- Supastompa cost 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 to 175
- Junka Brigade: change Normal / Big / Uge costs to 175 / 300 / na
- Junka Brigade; Junkatrukk and Nob upgrade to 50 points

Unit changes

- Remove ", and use their firefight value in an assault or to lend supporting fire" from Notes
- Boarboyz speed to 20cm and armor save 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 to 5+
- Warp Spiders: lose Scouts
- Howling Banshees: increase Close Combat to 2+
- Wave Serpents: add Heavy Weapon Platform to transport options

CHAOS

THE STIGMATUS COVENANT CHAOS CULT

Army list changes

- Marauder Bomber to 250 points

Unit changes

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

BLACK LEGION CHAOS SPACE MARINES

Army list changes

- Obliterators to 85 points
- Ravager titan to 625 points
- Feral titan to 325 points
- Raptors to 40 points
- Greater Daemon to 75 points
- 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)