

SUPREME COMMAND DETACHMENT

Restrictions: You can only include one Supreme Command Detachment in your army. This Detachment can only include one PRIMARCH, DAEMON PRIMARCH or SUPREME COMMANDER unit, and this unit must be selected as your WARLORD.

Command Benefits: Select one of the following: +4 Command points if your army includes any Brigade Detachments; +3 Command points if your army includes any Battalion Detachments; +2 Command points if your army includes any Patrol Detachments.

COMMAND COST: 0CP



OR



SUPER-HEAVY DETACHMENT

Restrictions: To include this Detachment in your army, you must spend either 3 or 6 Command points. If you only spend 3 Command points then you cannot include any TITANIC units in this Detachment. All units must be from the same Faction.

Command Benefits: None.

COMMAND COST: 3CP OR 6CP

LORDS OF WAR

3-5



SUPER-HEAVY AUXILIARY DETACHMENT

Restrictions: None.

Command Benefits: None.

COMMAND COST: 3CP



LORD OF WAR

1

FORTIFICATION NETWORK

Restrictions: You can only include one Fortification Network Detachment in your army. Your WARLORD cannot be a unit in this Detachment.

Command Benefits: +1 Command point if every unit in this Detachment is from the same Faction and that Faction is the same as your WARLORD's Detachment.

COMMAND COST: 1CP

FORTIFICATIONS

1-3



AUXILIARY SUPPORT DETACHMENT

Restrictions: This Detachment can only include one unit.

Command Benefits: None.

COMMAND COST: 2CP



OR



OR



OR



OR



OR



OR



VANGUARD DETACHMENT

Restrictions: All units must be from the same Faction. This Detachment cannot include any Understrength units.

Command Benefits: None.

Dedicated Transports: Can include 1 for each INFANTRY unit taken.



COMMAND COST: 3CP



SPEARHEAD DETACHMENT

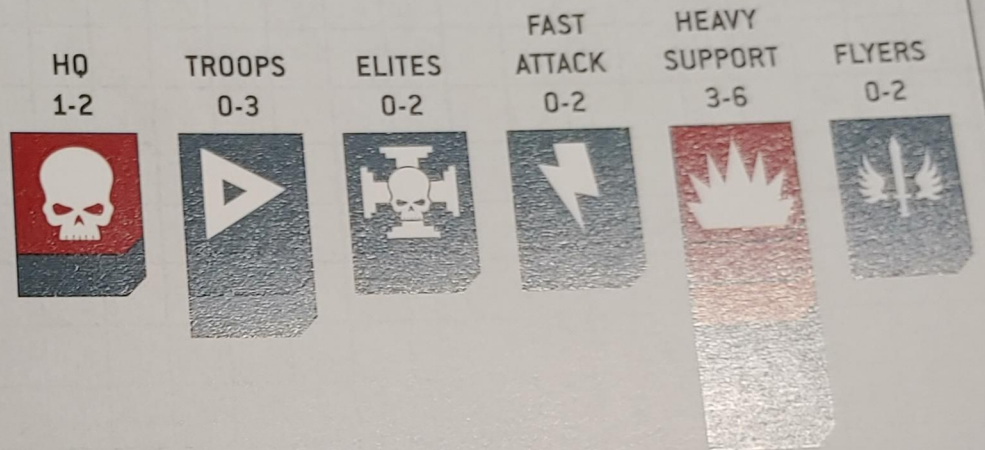
Restrictions: All units must be from the same Faction. This Detachment cannot include any Understrength units.

Command Benefits: None.

Dedicated Transports: Can include 1 for each INFANTRY unit taken.



COMMAND COST: 3CP



OUTRIDER DETACHMENT

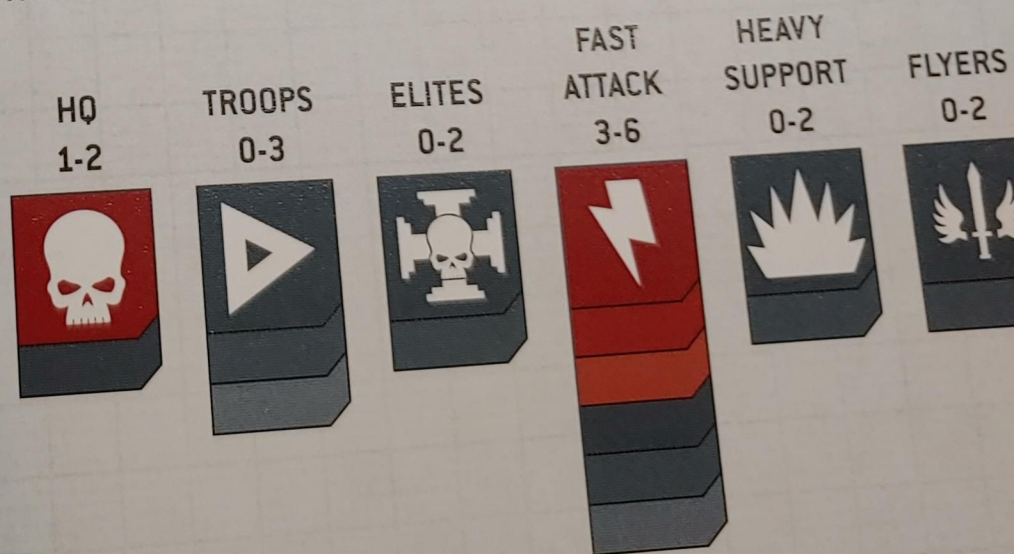
Restrictions: All units must be from the same Faction. This Detachment cannot include any Understrength units.

Command Benefits: None.

Dedicated Transports: Can include 1 for each INFANTRY unit taken.



COMMAND COST: 3CP



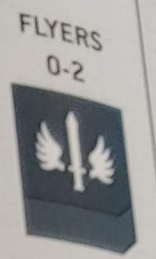
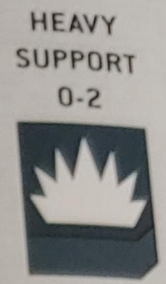
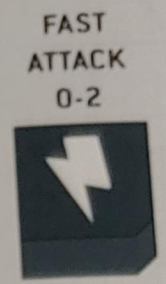
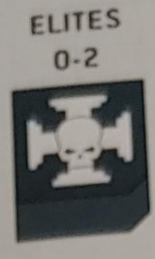
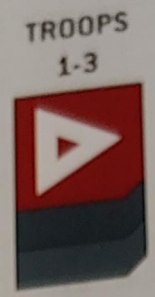
COMMAND COST: 2CP

PATROL DETACHMENT

Restrictions: All units must be from the same Faction. This Detachment cannot include any Understrength units.

Command Benefits: +2 Command points if your **WARLORD** is part of this Detachment.

Dedicated Transports: Can include 1 for each **INFANTRY** unit taken.



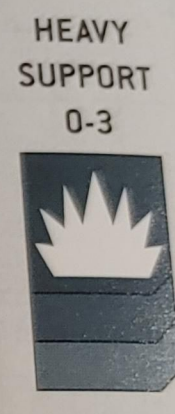
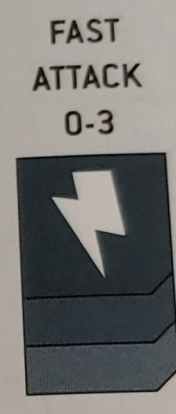
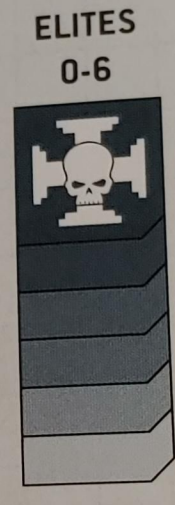
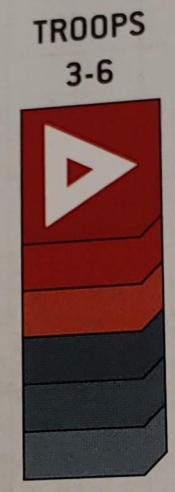
COMMAND COST: 3CP

BATTALION DETACHMENT

Restrictions: All units must be from the same Faction. This Detachment cannot include any Understrength units.

Command Benefits: +3 Command points if your **WARLORD** is part of this Detachment.

Dedicated Transports: Can include 1 for each **INFANTRY** unit taken.



BRIGADE DETACHMENT

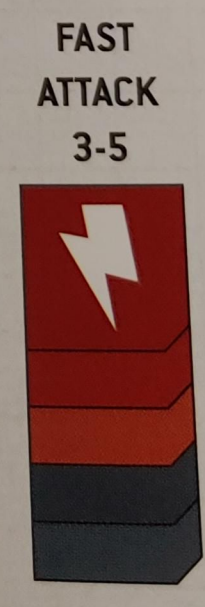
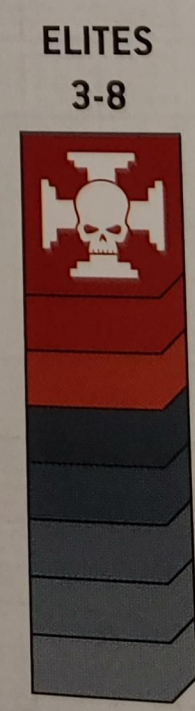
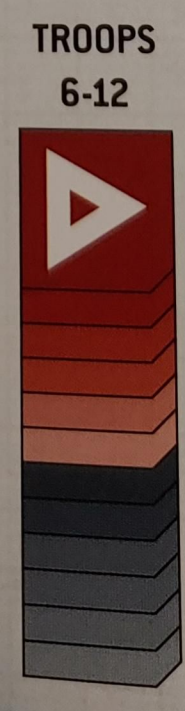
Restrictions: All units must be from the same Faction. This Detachment cannot include any Understrength units.

Command Benefits: +4 Command points if your **WARLORD** is part of this Detachment.

Dedicated Transports: Can include 1 for each **INFANTRY** unit taken.



COMMAND COST: 4



Each Detachment contains the following information:

BATTLEFIELD ROLE SLOTS

This section of a Detachment's rules lists the minimum and maximum number of units in each Battlefield Role that you must or can include in the Detachment.

The icons on a Detachment are referred to as slots. Each slot will typically specify a single Battlefield Role, and allows you to take one unit. Red icons are compulsory selections – you must take at least this many units of the appropriate Battlefield Role to include the Detachment in your army. Grey icons are optional selections – you can include up to this number of units with the appropriate Battlefield Role when including the Detachment in your army. Any further units of the same Battlefield Role will need to be taken in a different Detachment. For example, in order to take a Battalion Detachment (pg 248) you must select three units with the Troops Battlefield Role, and cannot include more than six Troops units in the Detachment.

- Each unit has a Battlefield Role on its datasheet.
- Each unit takes up one slot of the appropriate Battlefield Role.
- Must include compulsory (red) slots.
- Can include optional (grey) slots.

DEDICATED TRANSPORTS

This details how many Dedicated Transport units the Detachment can include (if any). In many Detachments this is separated from other units, as the total number of Dedicated Transport units you can include in a Detachment cannot exceed the number of ~~INFANTRY~~ units you have included in that Detachment (i.e. in such Detachments, for each ~~INFANTRY~~ unit you include in the Detachment you can include up to one unit that has the Dedicated Transport Battlefield Role).

RESTRICTIONS

This section of a Detachment's rules lists any additional restrictions that apply to the units you can include as part of the Detachment. If a datasheet does not adhere to a particular restriction, it cannot be included as part of the Detachment. The most common restriction is that all of the units included in a Detachment must be from the same Faction.

COMMAND COST

This section of a Detachment's rules tells you how many Command points are required to include this Detachment in your army.

COMMAND BENEFITS

This section of a Detachment's rules lists any bonuses that apply if you include the Detachment in your army.

BATTLEFIELD ROLE

However you choose your army, all units have a Battlefield Role, which is typically shown as a symbol. Apart from providing a useful overview of the types of duties a unit is meant to perform, the role is also of importance when it comes to using Detachments. The most common Battlefield Roles are shown here.



HQ



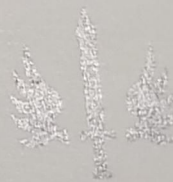
TROOPS



ELITES



FAST ATTACK



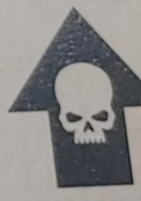
FLYER



HEAVY SUPPORT



FORTIFICATION



DEDICATED TRANSPORT



LORD OF WAR

DETACHMENTS

When you build a Battle-forged army, it will contain one or more Detachments. The maximum number of Detachments you can include in an army depends on the size of the battle you are playing, as shown in the table below.

BATTLE SIZE	NO. OF DETACHMENTS
Combat Patrol	1
Incursion	2
Strike Force	3
Onslaught	4

To include a particular Detachment in your army, you must first spend a number of CPs equal to that Detachment's Command Cost. If you do not have enough CPs for a specific Detachment, you cannot include it in your army. Then, you simply organise some or all of the units in your army so that they fit within the restrictions and limitations detailed for that Detachment. A unit cannot belong to more than one Detachment, and you will often need to use additional information found on a unit's datasheet, such as Faction and Battlefield Role (see below and right) to determine where it fits in a Detachment. Unless otherwise noted, you can include the same Detachment multiple times.

- Maximum number of Detachments an army can include varies with battle size.
- To include a Detachment in your army, you must pay the CPs specified.
- Units must fit into Detachments.
- A unit cannot belong to more than one Detachment.

DETACHMENT ABILITIES

Every Codex lists a set of abilities that units in a Detachment gain if every unit in that Detachment is from a specified Faction. Units in Auxiliary Support Detachments, Super-heavy Auxiliary Detachments and Fortification Network Detachments never gain any Detachment abilities, even if every unit in that Detachment is from the Faction specified.

- Auxiliary Support, Super-heavy Auxiliary and Fortification Detachments never gain Detachment abilities.

REINFORCEMENT UNITS

If a unit is ever added to a Battle-forged army during the battle, it is never considered to be part of a Detachment. This means that it never costs CPs to include them in your army but they will never benefit from any Detachment abilities.

- Units added to your army during the battle are never part of a Detachment.

GAINING AND REFUNDING COMMAND POINTS

There are several rules that give you a chance to gain or refund CPs when you or your opponent either use a Stratagem or spend CPs to use a Stratagem. Each player can only gain or have refunded a total of 1 CP per battle round as the result of such rules, regardless of the source, and CPs that are spent on Stratagems that are not used during a phase, such as those used 'before the battle' or 'at the end of the battle round', can never be refunded. The limit of gaining or refunding 1 CP per battle round does not apply to the Battle-forged CP bonus a player gains at the start of their Command phase before doing anything else, or to any CPs gained by mission special rules that instruct players to gain CPs in their Command phase.

- Cannot gain or refund more than 1 CP per battle round.
- Cannot gain or refund CPs used before battle or at the end of a battle round.
- Battle-forged CP bonus and CPs gained at start of Command phase via mission special rules are exempt from this limit.

FACTIONS

A unit's Faction is important when building a Battle-forged army, because most Detachments require all units included in them to be from the same Faction. Importantly, for an army to be Battle-forged it must have an Army Faction (see below).

The Factions that a unit belongs to will be listed in the Faction keywords section of its datasheet.

- **Faction:** Described by Faction keywords on a unit's datasheet.
- If Detachment requires all units to be from the same Faction, they must all share at least one Faction Keyword.

ARMY FACTION

In a Battle-forged army, all of the units in your army – with the exception of those that are **UNALIGNED** – must have at least one Faction keyword in common (e.g. **IMPERIUM** or **CHAOS**) even if they are in different Detachments. If a unit does not have the correct Faction keyword, it cannot be included in your army.

- **Army Faction:** All units in army must share at least one Faction keyword.
- **UNALIGNED** units are exempt.

*For example: An Intercessor Squad has the **IMPERIUM** and **ADEPTUS ASTARTES** Faction keywords, so belongs to both the Imperium and Adeptus Astartes Factions. This means that if an Intercessor Squad was part of a Detachment that specified that all units in it must be from the same Faction, all other units in that Detachment must either be from the Imperium Faction, or they must all be from the Adeptus Astartes Faction.*

BATTLE-FORGED ARMIES

All armies, from the contingents of the T'au to the warbands of the Orks, are – to a greater or lesser extent – structured forces. This section explains how you can organise your units into Detachments: a group of units that fight together.

Some missions will tell you to muster a Battle-forged army. A Battle-forged army has a pool of strategic resources called Command points (CPs) with which to purchase one or more Detachments, into which every unit in that army must be organised. Any CPs that a Battle-forged army has remaining after purchasing Detachments can be spent to utilise Stratagems – each of which represents a strategic or tactical asset available to your army. You will also receive a Battle-forged CP bonus in each of your Command phases (pg 205). An army that is not Battle-forged is known as an Unbound army.

- **Battle-forged army:** An army organised so all its units are in Detachments.
- **Unbound army:** An army that is not Battle-forged.
- Battle-forged armies have a pool of Command points to spend, Unbound armies do not.
- Battle-forged armies receive a Battle-forged CP bonus every turn (pg 205).

COMMAND POINTS

The starting number of CPs each player starts with for Battle-forging the army depends on the size of the battle you are playing. This is usually defined in the mission pack that is being played, but if one is not presented in the mission pack, use the following table. Note that the total Power Level is based on the combined power of all the models used in the battle (so the combined Power Level of both your and your opponent's armies). If you are using a mission pack that uses points values, then the points limit is the maximum points limit on the side. You can find out more about points values and points limits on page 205.

COMMAND POINTS

BATTLE SIZE	TOTAL POWER LEVEL	POINTS LIMIT	COMMAND POINTS
Combat Patrol	Up to 50	Up to 500	3
Incursion	51-100	501-1000	6
Strike Force	101-200	1001-2000	12
Onslaught	201-300	2001-3000	18

- Starting number of Command points varies with battle size

