# **ADEPTA SORORITAS**

Welcome to the 2021 Power Rating update for Adepta Sororitas. This update contains the most up-to-date Power Ratings for units that should be used in your games of Warhammer 40,000.

Since writing the latest edition of Warhammer 40,000 we have been working tirelessly to review and update the Power Ratings of every single unit in the 41st Millennium in order take into account all the changes introduced. For example, we have introduced Blast weapons, overhauled how battlefields and terrain function, and let's not forget that vehicles and monsters have become substantially better – being able to move and fire heavy weapons at full effect, and even shoot while enemy models are within Engagement Range of them! I'm sure you can see that together, these changes affect the relative efficacy of certain models and weapons, hence the need for a review. This monolithic task would have been impossible without the dedication and stalwart advice of our playtesting teams, who have our eternal thanks.

The Power Ratings listed in this update replace any published previously, and should be used in your games. A unit's Power Rating is based on the number of models in that unit; to determine its Power Rating, simply look at the entry for that unit and the corresponding Power Rating for the number of models in that unit. Remember that an Understrength unit has the same Power Rating as a minimum sized unit.

Sometimes, a unit's entry will have a Power Rating that is calculated 'per model'. Where this is the case, the Power Rating of the unit is simply this number multiplied by the number of models in that unit. Rarely, you will see an entry whose Power Rating is calculated as '+X per model'. In these cases, the Power Rating is equal to the minimum size, and then for each additional model above the minimum squad size included in that unit, increase that unit's Power Rating by the amount shown.

Occasionally, a unit will have two separate entries. This typically happens when a unit has the option to be equipped with particular wargear, such as jump packs or wings. Where this is the case, just be sure to use the entry that corresponds to the wargear equipped on your unit. If a unit can contain any models that have a substantially different power, these will be denoted within the entry by naming that model, which will have a '+X per model' on its line. Each time you include such a model in a unit, then its Power Rating is increased by the amount shown.

| HQ                         | MODELS IN UNIT      | POWER RATING   |
|----------------------------|---------------------|----------------|
| Canoness                   | 1                   | 3              |
| Missionary                 | 1                   | 3              |
|                            |                     |                |
| NAMED CHARACTERS           | MODELS IN UNIT      | POWER RATING   |
| NAMED CHARACTERS Celestine | MODELS IN UNIT      | POWER RATING 8 |
|                            | MODELS IN UNIT  1 1 |                |

| TROOPS               | MODELS IN UNIT | POWER RATING |
|----------------------|----------------|--------------|
| Battle Sisters Squad | 5              | 4            |
|                      | 6-10           | 7            |
|                      | 11-15          | 10           |

| ELITES               | MODELS IN UNIT | POWER RATING |
|----------------------|----------------|--------------|
| Arco-flagellants     | 3              | 2            |
| -                    | 4-5            | 3            |
|                      | 6-10           | 6            |
| Celestian Squad      | 5              | 4            |
|                      | 6-10           | 7            |
| Crusaders            | 2              | 1            |
|                      | 3-4            | 2            |
|                      | 5-6            | 3            |
| Death Cult Assassins | 2              | 1            |
|                      | 3-4            | 2            |
|                      | 5-6            | 3            |
| Dialogus             | 1              | 2            |
| Geminae Superia      | 1-2            | 1 per model  |
| Hospitaller          | 1              | 2            |
| Imagifier            | 1              | 3            |
| Preacher             | 1              | 2            |
| Repentia Superior    | 1              | 2            |
| Sisters Repentia     | 4              | 3            |
|                      | 5-9            | 6            |
| Zephyrim Squad       | 5              | 4            |
|                      | 6-10           | 8            |

| FAST ATTACK    | MODELS IN UNIT | POWER RATING |
|----------------|----------------|--------------|
| Dominion Squad | 5              | 5            |
|                | 6-10           | 8            |
| Seraphim Squad | 5              | 4            |
|                | 6-10           | 8            |

| HEAVY SUPPORT    | MODELS IN UNIT | POWER RATING |
|------------------|----------------|--------------|
| Exorcist         | 1              | 9            |
| Mortifiers       | 1-4            | 3 per model  |
| Penitent Engines | 1-4            | 3 per model  |
| Retributor Squad | 5              | 7            |
|                  | 6-10           | 10           |

| DEDICATED TRANSPORT | MODELS IN UNIT | POWER RATING |
|---------------------|----------------|--------------|
| Immolator           | 1              | 6            |
| Sororitas Rhino     | 1              | 4            |

| FORTIFICATION  | MODELS IN UNIT | POWER RATING |
|----------------|----------------|--------------|
| Battle Sanctum | 1              | 3            |

# ADEPTUS MECHANICUS

Welcome to the 2020 Power Rating update for Adeptus Mechanicus. This update contains the most up-to-date Power Ratings for units that should be used in your games of Warhammer 40.000.

Since writing the latest edition of Warhammer 40,000 we have been working tirelessly to review and update the Power Ratings of every single unit in the 41st Millennium in order take into account all the changes introduced. For example, we have introduced Blast weapons, overhauled how battlefields and terrain function, and let's not forget that vehicles and monsters have become substantially better – being able to move and fire heavy weapons at full effect, and even shoot while enemy models are within Engagement Range of them! I'm sure you can see that together, these changes affect the relative efficacy of certain models and weapons, hence the need for a review. This monolithic task would have been impossible without the dedication and stalwart advice of our playtesting teams, who have our eternal thanks.

The Power Ratings listed in this update replace any published previously, and should be used in your games. A unit's Power Rating is based on the number of models in that unit; to determine its Power Rating, simply look at the entry for that unit and the corresponding Power Rating for the number of models in that unit. Remember that an Understrength unit has the same Power Rating as a minimum sized unit.

Sometimes, a unit's entry will have a Power Rating that is calculated 'per model'. Where this is the case, the Power Rating of the unit is simply this number multiplied by the number of models in that unit. Rarely, you will see an entry whose Power Rating is calculated as '+X per model'. In these cases, the Power Rating is equal to the minimum size, and then for each additional model above the minimum squad size included in that unit, increase that unit's Power Rating by the amount shown.

Occasionally, a unit will have two separate entries. This typically happens when a unit has the option to be equipped with particular wargear, such as jump packs or wings. Where this is the case, just be sure to use the entry that corresponds to the wargear equipped on your unit. If a unit can contain any models that have a substantially different power, these will be denoted within the entry by naming that model, which will have a '+X per model' on its line. Each time you include such a model in a unit, then its Power Rating is increased by the amount shown.

| HQ                    | MODELS IN UNIT | POWER RATING |
|-----------------------|----------------|--------------|
| Tech-Priest Dominus   | 1              | 5            |
| Tech-Priest Enginseer | 1              | 2            |
| Tech-Priest Manipulus | 1              | 4            |
| NAMED CHARACTERS      | MODELS IN UNIT | POWER RATING |
| Belisarius Cawl       | 1              | 10           |
| TROOPS                | MODELS IN UNIT | POWER RATING |
| Kataphron Breachers   | 3              | 5            |
|                       | 4-6            | 10           |
|                       | 7-9            | 15           |
|                       | 10-12          | 20           |
| Kataphron Destroyers  | 3              | 7            |
|                       | 4-6            | 14           |
|                       | 7-9            | 21           |
|                       | 10-12          | 28           |
| Skitarii Rangers      | 5              | 3            |
|                       | 6-10           | 5            |
| Skitarii Vanguard     | 5              | 3            |
|                       | 6-10           | 5            |

| MODELS IN UNIT | POWER RATING  |
|----------------|---|
| 5              | 3   |
| 6-10           | 6   |
| 11-15          | 9   |
| 16-20          | 12  |
| 1              | 3   |
| 5              | 4   |
| 6-10           | 8   |
| 11-15          | 12  |
| 16-20          | 16  |
| 4              | 2   |
| 5              | 3   |
| 6-10           | 6   |
| 5              | 4   |
| 6-10           | 8   |
|                | 6-10<br>11-15<br>16-20<br>1<br>5<br>6-10<br>11-15<br>16-20<br>4<br>5<br>6-10<br>5 |

| FAST ATTACK             | MODELS IN UNIT | POWER RATING |
|-------------------------|----------------|--------------|
| Ironstrider Ballistarii | 1-6            | 4 per model  |
| Pteraxii Skystalkers    | 5              | 4            |
|                         | 6-10           | 8            |
| Pteraxii Sterylizors    | 5              | 5            |
|                         | 6-10           | 9            |
| Serberys Raiders        | 3              | 2            |
|                         | 4-6            | 4            |
|                         | 7-9            | 6            |
| Serberys Sulphurhounds  | 3              | 3            |
|                         | 4-6            | 6            |
|                         | 7-9            | 9            |
| Sydonian Dragoons       | 1-6            | 4 per model  |
|                         |                |              |

| HEAVY SUPPORT          | MODELS IN UNIT | POWER RATING |
|------------------------|----------------|--------------|
| Kastelan Robots        | 2              | 12           |
|                        | 3-4            | 24           |
|                        | 5-6            | 36           |
| Onager Dunecrawler     | 1              | 6            |
| Skorpius Disintegrator | 1              | 8            |

#### DEDICATED TRANSPORT MODELS IN UNIT POWER RATING 5

Skorpius Dunerider

| FLYERS                   | MODELS IN UNIT | POWER RATING |
|--------------------------|----------------|--------------|
| Archaeopter Fusilave     | 1              | 7            |
| Archaeopter Stratoraptor | 1              | 8            |
| Archaeopter Transvector  | 1              | 7            |

| LORDS OF WAR    | MODELS IN UNIT | POWER RATING |
|-----------------|----------------|--------------|
| Knight Crusader | 1              | 26           |
| Knight Errant   | 1              | 23           |
| Knight Gallant  | 1              | 22           |
| Knight Paladin  | 1              | 24           |
| Knight Warden   | 1              | 23           |

# **ASTRA MILITARUM**

Welcome to the 2021 Power Rating update for Astra Militarum. This update contains the most up-to-date Power Ratings for units that should be used in your games of Warhammer 40,000.

Since writing the latest edition of Warhammer 40,000 we have been working tirelessly to review and update the Power Ratings of every single unit in the 41st Millennium in order take into account all the changes introduced. For example, we have introduced Blast weapons, overhauled how battlefields and terrain function, and let's not forget that vehicles and monsters have become substantially better – being able to move and fire heavy weapons at full effect, and even shoot while enemy models are within Engagement Range of them! I'm sure you can see that together, these changes affect the relative efficacy of certain models and weapons, hence the need for a review. This monolithic task would have been impossible without the dedication and stalwart advice of our playtesting teams, who have our eternal thanks.

The Power Ratings listed in this update replace any published previously, and should be used in your games. A unit's Power Rating is based on the number of models in that unit; to determine its Power Rating, simply look at the entry for that unit and the corresponding Power Rating for the number of models in that unit. Remember that an Understrength unit has the same Power Rating as a minimum sized unit.

Sometimes, a unit's entry will have a Power Rating that is calculated 'per model'. Where this is the case, the Power Rating of the unit is simply this number multiplied by the number of models in that unit. Rarely, you will see an entry whose Power Rating is calculated as '+X per model'. In these cases, the Power Rating is equal to the minimum size, and then for each additional model above the minimum squad size included in that unit, increase that unit's Power Rating by the amount shown.

Occasionally, a unit will have two separate entries. This typically happens when a unit has the option to be equipped with particular wargear, such as jump packs or wings. Where this is the case, just be sure to use the entry that corresponds to the wargear equipped on your unit. If a unit can contain any models that have a substantially different power, these will be denoted within the entry by naming that model, which will have a '+X per model' on its line. Each time you include such a model in a unit, then its Power Rating is increased by the amount shown.

| HQ                    | MODELS IN UNIT | POWER RATING |
|-----------------------|----------------|--------------|
| Company Commander     | 1              | 2            |
| Knight Commander Pask | 1              | 14           |
| Lord Commissar        | 1              | 3            |
| Primaris Psyker       | 1              | 3            |
| Tank Commander        | 1              | 12           |
| Tempestor Prime       | 1              | 3            |

| NAMED CHARACTERS            | MODELS IN UNIT | POWER RATING |
|-----------------------------|----------------|--------------|
| Colonel 'Iron Hand' Straken | 1              | 4            |
| Colour Sergeant Kell        | 1              | 3            |
| Commissar Yarrick           | 1              | 6            |
| Lord Castellan Creed        | 1              | 3            |
| Nork Deddog                 | 1              | 3            |
| Sergeant Harker             | 1              | 3            |
| Severina Raine              | 1              | 2            |
| Sly Marbo                   | 1              | 3            |
|                             |                |              |

| TROOPS                     | MODELS IN UNIT | POWER RATING |
|----------------------------|----------------|--------------|
| Conscripts                 | 20             | 5            |
|                            | 21-30          | 7            |
| Infantry Squad             | 10             | 3            |
| Militarum Tempestus Scions | 5              | 3            |
|                            | 6-10           | 5            |

| MODEL2 IN ONLI | PUWER RATING |
|----------------|--------------|
| 1-3            | 3 per model  |
| 1-3            | 6 per model  |
| 1-3            | 3 per model  |
|                | 1-3<br>1-3   |

| HEAVY SUPPURI           | MODET2 IN ONLI | PUWER RATING |
|-------------------------|----------------|--------------|
| Basilisks               | 1-3            | 7 per model  |
| Deathstrike             | 1              | 8            |
| Heavy Weapons Squad     | 3              | 3            |
| Hydras                  | 1-3            | 6 per model  |
| Leman Russ Battle Tanks | 1-3            | 10 per model |
| Manticore               | 1              | 8            |
| Wyverns                 | 1-3            | 8 per model  |

| DEDICATED TRANSPORT | MODELS IN UNIT | POWER RATING |
|---------------------|----------------|--------------|
| Chimera             | 1              | 5            |
| Taurox              | 1              | 5            |
| Taurox Prime        | 1              | 7            |

| ELITES                               | MODELS IN UNIT | POWER RATING |
|--------------------------------------|----------------|--------------|
| Astropath                            | 1              | 2            |
| Bullgryns                            | 3              | 5            |
|                                      | 4-6            | 10           |
|                                      | 7-9            | 15           |
| Command Squad                        | 4              | 2            |
| Commissar                            | 1              | 2            |
| Crusaders                            | 2              | 2            |
|                                      | 3-4            | 4            |
|                                      | 5-6            | 6            |
|                                      | 7-8            | 8            |
|                                      | 9-10           | 10           |
| Master of Ordnance                   | 1              | 2            |
| Militarum Tempestus<br>Command Squad | 4              | 3            |
| Ministorum Priest                    | 1              | 2            |
| Officer of the Fleet                 | 1              | 2            |
| Ogryn Bodyguard                      | 1              | 6            |
| Ogryns                               | 3              | 4            |
|                                      | 4-6            | 8            |
|                                      | 7-9            | 12           |
| Platoon Commander                    | 1              | 2            |
| Ratlings                             | 5              | 2            |
|                                      | 6-10           | 4            |
| Servitors                            | 4              | 2            |
| Special Weapons Squad                | 6              | 2            |
| Tech-Priest Enginseer                | 1              | 2            |
| Veterans                             | 10             | 5            |
| Wyrdvane Psykers                     | 3              | 1            |
|                                      | 4-6            | 2            |
|                                      | 7-9            | 3            |

| FLYER     | MODELS IN UNIT | POWER RATING |
|-----------|----------------|--------------|
| Valkyries | 1-3            | 7 per model  |

| LORDS OF WAR | MODELS IN UNIT | POWER RATING |
|--------------|----------------|--------------|
| Baneblade    | 1              | 30           |
| Banehammer   | 1              | 29           |
| Banesword    | 1              | 29           |
| Doomhammer   | 1              | 29           |
| Hellhammer   | 1              | 33           |
| Shadowsword  | 1              | 32           |
| Stormlord    | 1              | 32           |
| Stormsword   | 1              | 30           |

# **CHAOS DAEMONS**

Welcome to the 2021 Power Rating update for Chaos Daemons. This update contains the most up-to-date Power Ratings for units that should be used in your games of Warhammer 40,000.

Since writing the latest edition of Warhammer 40,000 we have been working tirelessly to review and update the Power Ratings of every single unit in the 41st Millennium in order take into account all the changes introduced. For example, we have introduced Blast weapons, overhauled how battlefields and terrain function, and let's not forget that vehicles and monsters have become substantially better – being able to move and fire heavy weapons at full effect, and even shoot while enemy models are within Engagement Range of them! I'm sure you can see that together, these changes affect the relative efficacy of certain models and weapons, hence the need for a review. This monolithic task would have been impossible without the dedication and stalwart advice of our playtesting teams, who have our eternal thanks.

The Power Ratings listed in this update replace any published previously, and should be used in your games. A unit's Power Rating is based on the number of models in that unit; to determine its Power Rating, simply look at the entry for that unit and the corresponding Power Rating for the number of models in that unit. Remember that an Understrength unit has the same Power Rating as a minimum sized unit.

Sometimes, a unit's entry will have a Power Rating that is calculated 'per model'. Where this is the case, the Power Rating of the unit is simply this number multiplied by the number of models in that unit. Rarely, you will see an entry whose Power Rating is calculated as '+X per model'. In these cases, the Power Rating is equal to the minimum size, and then for each additional model above the minimum squad size included in that unit, increase that unit's Power Rating by the amount shown.

Occasionally, a unit will have two separate entries. This typically happens when a unit has the option to be equipped with particular wargear, such as jump packs or wings. Where this is the case, just be sure to use the entry that corresponds to the wargear equipped on your unit. If a unit can contain any models that have a substantially different power, these will be denoted within the entry by naming that model, which will have a '+X per model' on its line. Each time you include such a model in a unit, then its Power Rating is increased by the amount shown.

| HQ M                             | ODELS IN UNIT | POWER RATING |
|----------------------------------|---------------|--------------|
| Bloodmaster                      | 1             | 3            |
| Bloodthirster of Insensate Rage  | 1             | 13           |
| Bloodthirster of Unfettered Fury | 1             | 14           |
| Blood Throne                     | 1             | 6            |
| Changecaster                     | 1             | 5            |
| Contorted Epitome                | 1             | 11           |
| Daemon Prince of Chaos           | 1             | 8            |
| Daemon Prince with Wings         | 1             | 10           |
| Fateskimmer                      | 1             | 9            |
| Fluxmaster                       | 1             | 6            |
| Great Unclean                    | 1             | 14           |
| Herald of Slaanesh               | 1             | 3            |
| Herald of Slaanesh on Exalted    | 1             | 7            |
| Seeker Chariot                   |               |              |
| Herald of Slaanesh on Hellflayer | 1             | 6            |
| Herald of Slaanesh on Seeker Ch  | nariot 1      | 5            |
| Infernal Enrapturess             | 1             | 4            |
| Keeper of Secrets                | 1             | 12           |
| Lord of Change                   | 1             | 14           |
| Poxbringer                       | 1             | 4            |
| Skullmaster                      | 1             | 5            |
| Sloppity Bilepiper               | 1             | 4            |
| Spoilpox Scrivener               | 1             | 5            |
| Wrath of Khorne Bloodthirster    | 1             | 12           |

| NAMED CHARACTERS               | MODELS IN UNIT | POWER RATING |
|--------------------------------|----------------|--------------|
| Be'lakor                       | 1              | 11           |
| The Blue Scribes               | 1              | 5            |
| The Changeling                 | 1              | 6            |
| Epidemius                      | 1              | 6            |
| Horticulous Slimux             | 1              | 8            |
| Kairos Fateweaver              | 1              | 14           |
| Karanak                        | 1              | 4            |
| The Masque of Slaanesh         | 1              | 5            |
| Rotigus                        | 1              | 14           |
| Shalaxi Helbane                | 1              | 13           |
| Skarbrand                      | 1              | 16           |
| Skulltaker                     | 1              | 5            |
| Syll'Esske, the Vengeful Alleg | giance 1       | 12           |

| TROOPS        | MODELS IN UNIT | POWER RATING |
|---------------|----------------|--------------|
| Bloodletters  | 10             | 4            |
|               | 11-20          | 8            |
|               | 21-30          | 12           |
| Daemonettes   | 10             | 4            |
|               | 11-20          | 8            |
|               | 21-30          | 12           |
| Horrors       | 10             | 4            |
|               | 11-20          | 8            |
|               | 21-30          | 12           |
| Nurglings     | 3              | 3            |
|               | 4-6            | 6            |
|               | 7-9            | 9            |
| Plaguebearers | 10             | 5            |
|               | 11-20          | 10           |
|               | 21-30          | 15           |

| HEAVY SUPPORT          | MODELS IN UNIT | POWER RATING |
|------------------------|----------------|--------------|
| Burning Chariot        | 1              | 6            |
| Exalted Seeker Chariot | 1              | 4            |
| Seeker Chariot         | 1              | 3            |
| Skull Altar            | 1              | 6            |
| Skull Cannon           | 1              | 5            |
| Soul Grinder           | 1              | 9            |
|                        |                |              |

| FORTIFICATION      | MODELS IN UNIT | POWER RATING |
|--------------------|----------------|--------------|
| Feculent Gnarlmaws | 1-3            | 5 per model  |

| ELITES           | MODELS IN UNIT | POWER RATING |
|------------------|----------------|--------------|
| Beasts of Nurgle | 1-9            | 2 per model  |
| Bloodcrushers    | 3              | 6            |
|                  | 4-6            | 12           |
|                  | 7-9            | 18           |
|                  | 10-12          | 24           |
| Exalted Flamer   | 1              | 3            |
| Fiends           | 1-9            | 2 per model  |
| Flamers          | 3              | 3            |
|                  | 4-6            | 6            |
|                  | 7-9            | 9            |

| FAST ATTACK   | MODELS IN UNIT | POWER RATING |
|---------------|----------------|--------------|
| Chaos Spawn   | 1              | 1*           |
| Furies        | 5              | 2            |
|               | 6-10           | 4            |
|               | 11-15          | 6            |
|               | 16-20          | 8            |
| Flesh Hounds  | 5              | 4            |
|               | 6-10           | 8            |
|               | 11-15          | 12           |
|               | 16-20          | 16           |
| Hellflayer    | 1              | 4            |
| Plague Drones | 3              | 5            |
|               | 4-6            | 10           |
|               | 7-9            | 15           |
| Screamers     | 3              | 3            |
|               | 4-6            | 6            |
|               | 7-9            | 9            |
| Seekers       | 5              | 5            |
|               | 6-10           | 10           |
|               | 11-15          | 15           |
|               | 16-20          | 20           |

<sup>\*</sup>Designer's Note: This Power Rating is only included in case a rule transforms a model into a Chaos Spawn and its Power Rating is required for any rules purpose.

# **CHAOS KNIGHTS**

Welcome to the 2021 Power Rating update for Chaos Knights. This update contains the most up-to-date Power Ratings for units that should be used in your games of Warhammer 40,000.

Since writing the latest edition of Warhammer 40,000 we have been working tirelessly to review and update the Power Ratings of every single unit in the 41st Millennium in order take into account all the changes introduced. For example, we have introduced Blast weapons, overhauled how battlefields and terrain function, and let's not forget that vehicles and monsters have become substantially better – being able to move and fire heavy weapons at full effect, and even shoot while enemy models are within Engagement Range of them! I'm sure you can see that together, these changes affect the relative efficacy of certain models and weapons, hence the need for a review. This monolithic task would have been impossible without the dedication and stalwart advice of our playtesting teams, who have our eternal thanks.

The Power Ratings listed in this update replace any published previously, and should be used in your games. A unit's Power Rating is based on the number of models in that unit; to determine its Power Rating, simply look at the entry for that unit and the corresponding Power Rating for the number of models in that unit. Remember that an Understrength unit has the same Power Rating as a minimum sized unit.

 LORDS OF WAR
 MODELS IN UNIT
 POWER RATING

 Knight Desecrator
 1
 21

 Knight Despoiler
 1
 25

 Knight Despoiler with 1 reaper
 1
 22

 chainsword and 1 thunderstrike gauntlet
 1
 21

 Knight Rampager
 1
 21

 Knight Tyrant
 1
 32

 War Dog
 1-3
 8 per model

Sometimes, a unit's entry will have a Power Rating that is calculated 'per model'. Where this is the case, the Power Rating of the unit is simply this number multiplied by the number of models in that unit. Rarely, you will see an entry whose Power Rating is calculated as '+X per model'. In these cases, the Power Rating is equal to the minimum size, and then for each additional model above the minimum squad size included in that unit, increase that unit's Power Rating by the amount shown.

Occasionally, a unit will have two separate entries. This typically happens when a unit has the option to be equipped with particular wargear, such as jump packs or wings. Where this is the case, just be sure to use the entry that corresponds to the wargear equipped on your unit. If a unit can contain any models that have a substantially different power, these will be denoted within the entry by naming that model, which will have a '+X per model' on its line. Each time you include such a model in a unit, then its Power Rating is increased by the amount shown.

# CHAOS SPACE MARINES

Welcome to the 2021 Power Rating update for Chaos Space Marines. This update contains the most up-to-date Power Ratings for units that should be used in your games of Warhammer 40,000.

Since writing the latest edition of Warhammer 40,000 we have been working tirelessly to review and update the Power Ratings of every single unit in the 41st Millennium in order take into account all the changes introduced. For example, we have introduced Blast weapons, overhauled how battlefields and terrain function, and let's not forget that vehicles and monsters have become substantially better – being able to move and fire heavy weapons at full effect, and even shoot while enemy models are within Engagement Range of them! I'm sure you can see that together, these changes affect the relative efficacy of certain models and weapons, hence the need for a review. This monolithic task would have been impossible without the dedication and stalwart advice of our playtesting teams, who have our eternal thanks.

The Power Ratings listed in this update replace any published previously, and should be used in your games. A unit's Power Rating is based on the number of models in that unit; to determine its Power Rating, simply look at the entry for that unit and the corresponding Power Rating for the number of models in that unit. Remember that an Understrength unit has the same Power Rating as a minimum sized unit.

Sometimes, a unit's entry will have a Power Rating that is calculated 'per model'. Where this is the case, the Power Rating of the unit is simply this number multiplied by the number of models in that unit. Rarely, you will see an entry whose Power Rating is calculated as '+X per model'. In these cases, the Power Rating is equal to the minimum size, and then for each additional model above the minimum squad size included in that unit, increase that unit's Power Rating by the amount shown.

Occasionally, a unit will have two separate entries. This typically happens when a unit has the option to be equipped with particular wargear, such as jump packs or wings. Where this is the case, just be sure to use the entry that corresponds to the wargear equipped on your unit. If a unit can contain any models that have a substantially different power, these will be denoted within the entry by naming that model, which will have a '+X per model' on its line. Each time you include such a model in a unit, then its Power Rating is increased by the amount shown.

| HQ                            | MODELS IN UNIT | POWER RATING |
|-------------------------------|----------------|--------------|
| Chaos Lord                    | 1              | 6            |
| Chaos Lord in Terminator Armo | our 1          | 6            |
| Chaos Lord with Jump Pack     | 1              | 7            |
| Daemon Prince                 | 1              | 8            |
| Daemon Prince with Wings      | 1              | 10           |
| Dark Apostle                  | 1              | 4            |
| Exalted Champion              | 1              | 5            |
| Lord Discordant on Helstalker | 1              | 10           |
| Master of Executions          | 1              | 4            |
| Master of Possession          | 1              | 5            |
| Sorcerer                      | 1              | 5            |
| Sorcerer in Terminator Armour | 1              | 6            |
| Sorcerer with Jump Pack       | 1              | 6            |
| Warpsmith                     | 1              | 4            |

| NAMED CHARACTERS      | MODELS IN UNIT | POWER RATING |
|-----------------------|----------------|--------------|
| Abaddon the Despoiler | 1              | 11           |
| Cypher                | 1              | 5            |
| Fabius Bile           | 1              | 5            |
| Haarken Worldclaimer  | 1              | 5            |
| Huron Blackheart      | 1              | 6            |
| Khârn the Betrayer    | 1              | 6            |
| Lucius the Eternal    | 1              | 5            |

| IRUUPS              | MODELS IN ONLI | PUWER RATING |
|---------------------|----------------|--------------|
| Chaos Cultists      | 10             | 3            |
|                     | 11-20          | 6            |
|                     | 21-30          | 9            |
| Chaos Space Marines | 5              | 4            |
|                     | 6-10           | 8            |
|                     | 11-15          | 11           |
|                     | 16-20          | 14           |

| ELITES            | MODELS IN UNIT | POWER RATING |
|-------------------|----------------|--------------|
| Chosen            | 5              | 6            |
|                   | 6-10           | 12           |
| Dark Disciples    | 2              | 1            |
| Fallen            | 5              | 6            |
|                   | 6-10           | 12           |
| Greater Possessed | 1-2            | 4 per model  |
| Helbrute          | 1              | 6            |
| Khorne Berzerkers | 5              | 5            |
|                   | 6-10           | 10           |
|                   | 11-15          | 15           |
|                   | 16-20          | 20           |
| Mutilators        | 3              | 5            |
| Noise Marines     | 5              | 5            |
|                   | 6-10           | 10           |
|                   | 11-15          | 15           |
|                   | 16-20          | 20           |
| Plague Marines    | 5              | 6            |
|                   | 6-7            | 8            |
|                   | 8-10           | 10           |
|                   | 11-15          | 15           |
|                   | 16-20          | 20           |
| Possessed         | 5              | 5            |
|                   | 6-10           | 10           |
|                   | 11-15          | 15           |
|                   | 16-20          | 20           |
| Rubric Marines    | 5              | 6            |
|                   | 6-10           | 12           |
|                   | 11-15          | 18           |
|                   | 16-20          | 24           |
| Terminators       | 5              | 8            |
|                   | 6-10           | 16           |

| FAST ATTACK | MODELS IN UNIT | POWER RATING |
|-------------|----------------|--------------|
| Bikers      | 3              | 5            |
|             | 4-6            | 9            |
|             | 7-9            | 13           |
| Chaos Spawn | 1-5            | 1 per model  |
| Raptors     | 5              | 5            |
|             | 6-10           | 9            |
|             | 11-15          | 13           |
| Warp Talons | 5              | 5            |
|             | 6-10           | 10           |

| HEAVY SUPPORT     | MODELS IN UNIT | POWER RATING |
|-------------------|----------------|--------------|
| Chaos Land Raider | 1              | 15           |
| Chaos Predator    | 1              | 9            |
| Chaos Vindicator  | 1              | 7            |
| Defiler           | 1              | 9            |
| Forgefiend        | 1              | 7            |
| Havocs            | 5              | 7            |
| Maulerfiend       | 1              | 7            |
| Obliterators      | 1-3            | 5 per model  |
| Venomcrawler      | 1              | 7            |

| DEDICATED TRANSPO     | ORT MODELS IN UNIT | POWER RATING |
|-----------------------|--------------------|--------------|
| Chaos Rhino           | 1                  | 4            |
| FLYERS                | MODELS IN UNIT     | POWER RATING |
| Heldrake              | 1                  | 8            |
| LORDS OF WAR          | MODELS IN UNIT     | POWER RATING |
| Khorne Lord of Skulls | 1                  | 23           |
| FORTIFICATION         | MODELS IN UNIT     | POWER RATING |
| Noctilith Crown       | 1                  | 5            |
| DAEMONS               | MODELS IN UNIT     | POWER RATING |
| Bloodletters          | 10                 | 4            |
|                       | 11-20              | 8            |
|                       | 21-30              | 12           |
| Daemonettes           | 10                 | 4            |
|                       | 11-20              | 8            |
|                       | 21-30              | 12           |
| Horrors               | 10                 | 4            |
|                       | 11-20              | 8            |
| DI I                  | 21-30              | 12           |
| Plaguebearers         | 10                 | 5            |
|                       |                    |              |
|                       | 11-20<br>21-30     | 10<br>15     |

## CRAFTWORLDS

Welcome to the 2021 Power Rating update for Craftworlds. This update contains the most up-to-date Power Ratings for units that should be used in your games of Warhammer 40,000.

Since writing the latest edition of Warhammer 40,000 we have been working tirelessly to review and update the Power Ratings of every single unit in the 41st Millennium in order take into account all the changes introduced. For example, we have introduced Blast weapons, overhauled how battlefields and terrain function, and let's not forget that vehicles and monsters have become substantially better – being able to move and fire heavy weapons at full effect, and even shoot while enemy models are within Engagement Range of them! I'm sure you can see that together, these changes affect the relative efficacy of certain models and weapons, hence the need for a review. This monolithic task would have been impossible without the dedication and stalwart advice of our playtesting teams, who have our eternal thanks.

The Power Ratings listed in this update replace any published previously, and should be used in your games. A unit's Power Rating is based on the number of models in that unit; to determine its Power Rating, simply look at the entry for that unit and the corresponding Power Rating for the number of models in that unit. Remember that an Understrength unit has the same Power Rating as a minimum sized unit.

Sometimes, a unit's entry will have a Power Rating that is calculated 'per model'. Where this is the case, the Power Rating of the unit is simply this number multiplied by the number of models in that unit. Rarely, you will see an entry whose Power Rating is calculated as '+X per model'. In these cases, the Power Rating is equal to the minimum size, and then for each additional model above the minimum squad size included in that unit, increase that unit's Power Rating by the amount shown.

Occasionally, a unit will have two separate entries. This typically happens when a unit has the option to be equipped with particular wargear, such as jump packs or wings. Where this is the case, just be sure to use the entry that corresponds to the wargear equipped on your unit. If a unit can contain any models that have a substantially different power, these will be denoted within the entry by naming that model, which will have a '+X per model' on its line. Each time you include such a model in a unit, then its Power Rating is increased by the amount shown.

| HQ N                          | ODELS IN UNIT | POWER RATING  |
|-------------------------------|---------------|---------------|
| Autarch                       | 1             | 4             |
| Autarch Skyrunner             | 1             | 6             |
| Autarch with Swooping Hawk Wi | ngs 1         | 5             |
| Farseer                       | 1             | 6             |
| Farseer Skyrunner             | 1             | 7             |
| Spiritseer                    | 1             | 3             |
| Warlock                       | 1             | 3             |
| Warlock Conclave              | 2             | 4             |
|                               | 3-10          | + 2 per model |
| Warlock Skyrunner             | 1             | 4             |
| Warlock Skyrunner Conclave    | 2             | 6             |
|                               | 3-10          | + 3 per model |

| MODELS IN UNIT | <b>POWER RATING</b>                                 |
|----------------|---|
| 1              | 8   |
| 1              | 12  |
| 1              | 6   |
| 1              | 8   |
| 1              | 7   |
| 1              | 4   |
| 1              | 7   |
| 1              | 7   |
| 1              | 8   |
| 1              | 5   |
|                | MODELS IN UNIT  1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 |

| TROOPS                  | MODELS IN UNIT | POWER RATING |
|-------------------------|----------------|--------------|
| Dire Avengers           | 5              | 2            |
|                         | 6-10           | 5            |
| Guardian Defenders      | 10             | 4            |
|                         | 11-20          | 8            |
| - Heavy Weapon Platform | 0-2            | +1 per model |
| Rangers                 | 5              | 3            |
|                         | 6-10           | 6            |
| Storm Guardians         | 8              | 3            |
|                         | 9-16           | 6            |
|                         | 17-24          | 9            |
|                         |                |              |

| ELITES             | MODELS IN UNIT | POWER RATING |
|--------------------|----------------|--------------|
| Fire Dragons       | 5              | 6            |
| -                  | 6-10           | 12           |
| Howling Banshees   | 5              | 3            |
|                    | 6-10           | 6            |
| Striking Scorpions | 5              | 3            |
|                    | 6-10           | 6            |
| Wraithblades       | 5              | 10           |
|                    | 6-10           | 20           |
| Wraithguard        | 5              | 10           |
|                    | 6-10           | 20           |

| FAST ATTACK           | MODELS IN UNIT | POWER RATING |
|-----------------------|----------------|--------------|
| Shining Spears        | 3              | 5            |
| Similia Species       | 4-6            | 10           |
|                       | 7-9            | 15           |
| Swooping Hawks        | 5              | 4            |
|                       | 6-10           | 8            |
| Vypers                | 1-3            | 3 per model  |
| Warp Spiders          | 5              | 4            |
|                       | 6-10           | 8            |
| Windriders            | 3              | 4            |
|                       | 4-6            | 7            |
|                       | 7-9            | 11           |
| HEAVY SUPPORT         | MODELS IN UNIT | POWER RATING |
| Dark Reapers          | 3              | 5            |
|                       | 4-5            | 9            |
|                       | 6-10           | 18           |
| Falcon                | 1              | 8            |
| Fire Prism            | 1              | 9            |
| Night Spinner         | 1              | 8            |
| Support Weapons       | 1-3            | 4 per model  |
| inc. crew             |                |              |
| War Walkers           | 1-3            | 4 per model  |
| Wraithlord            | 1              | 7            |
| DEDICATED TRANSPORT   | MODELS IN UNIT | POWER RATING |
| Wave Serpent          | 1              | 9            |
| FLYERS                | MODELS IN UNIT | POWER RATING |
| Crimson Hunter        | 1              | 9            |
| Crimson Hunter Exarch | 1              | 11           |
| Hemlock Wraithfighter | 1              | 12           |
| LORDS OF WAR          | MODELS IN UNIT | POWER RATING |
| Wraithknight          | 1              | 21           |
| FORTIFICATION         | MODELS IN UNIT | POWER RATING |

Webway Gate

# TALONS OF THE EMPEROR

Welcome to the 2021 Power Rating update for Adeptus Custodes and Sisters of Silence. This update contains the most up-to-date Power Ratings for units that should be used in your games of Warhammer 40,000.

Since writing the latest edition of Warhammer 40,000 we have been working tirelessly to review and update the Power Ratings of every single unit in the 41st Millennium in order take into account all the changes introduced. For example, we have introduced Blast weapons, overhauled how battlefields and terrain function, and let's not forget that vehicles and monsters have become substantially better – being able to move and fire heavy weapons at full effect, and even shoot while enemy models are within Engagement Range of them! I'm sure you can see that together, these changes affect the relative efficacy of certain models and weapons, hence the need for a review. This monolithic task would have been impossible without the dedication and stalwart advice of our playtesting teams, who have our eternal thanks.

The Power Ratings listed in this update replace any published previously, and should be used in your games. A unit's Power Rating is based on the number of models in that unit; to determine its Power Rating, simply look at the entry for that unit and the corresponding Power Rating for the number of models in that unit. Remember that an Understrength unit has the same Power Rating as a minimum sized unit.

Sometimes, a unit's entry will have a Power Rating that is calculated 'per model'. Where this is the case, the Power Rating of the unit is simply this number multiplied by the number of models in that unit. Rarely, you will see an entry whose Power Rating is calculated as '+X per model'. In these cases, the Power Rating is equal to the minimum size, and then for each additional model above the minimum squad size included in that unit, increase that unit's Power Rating by the amount shown.

Occasionally, a unit will have two separate entries. This typically happens when a unit has the option to be equipped with particular wargear, such as jump packs or wings. Where this is the case, just be sure to use the entry that corresponds to the wargear equipped on your unit. If a unit can contain any models that have a substantially different power, these will be denoted within the entry by naming that model, which will have a '+X per model' on its line. Each time you include such a model in a unit, then its Power Rating is increased by the amount shown.

Robin Cruddace and the Warhammer 40,000
 Rules Team

## **ADEPTUS CUSTODES**

MODELS IN UNIT

**POWER RATING** 

10

HQ

Captain-General Traiann Valoris

| Shield-Captain in<br>Allarus Terminator Armour<br>Shield-Captain on Dawneagle | 1<br>Lethike 1 | 6<br>9       |
|---|----------------|--------------|
| NAMED CHARACTERS  | MODELS IN UNIT | POWER RATING |

| TROOPS          | MODELS IN UNIT | POWER RATING |
|-----------------|----------------|--------------|
| Custodian Guard | 3              | 7            |
|                 | 4-5            | 11           |
|                 | 6-8            | 18           |
|                 | 9-10           | 23           |

| ELITES                       | MODELS IN UNIT | POWER RATING |
|------------------------------|----------------|--------------|
|                              |                |              |
| Allarus Custodians           | 3-10           | 3 per model  |
| Custodian Wardens            | 3              | 8            |
|                              | 4-5            | 13           |
|                              | 6-8            | 21           |
|                              | 9-10           | 26           |
| Venerable Contemptor Dreadno | ught 1         | 8            |
| Vexilus Praetor              | 1              | 6            |
| Vexilus Praetor in           | 1              | 7            |
| Allarus Terminator Armour    |                |              |

| FAST ATTACK           | MODELS IN UNIT | POWER RATING |
|-----------------------|----------------|--------------|
| Vertus Praetors       | 3-10           | 4 per model  |
| HEAVY SUPPORT         | MODELS IN UNIT | POWER RATING |
| Venerable Land Raider | 1              | 16           |

## SISTERS OF SILENCE

| ELITES       | MODELS IN UNIT | POWER RATING |
|--------------|----------------|--------------|
| _            | _              | _            |
| Prosecutors  | 5              | 3            |
|              | 6-10           | 6            |
| Vigilators   | 5              | 4            |
|              | 6-10           | 8            |
| Witchseekers | 5              | 4            |
|              | 6-10           | 8            |

#### DEDICATED TRANSPORT MODELS IN UNIT POWER RATING

Null-Maiden Rhino 1

## **DEATH GUARD**

Welcome to the 2021 Power Rating update for Death Guard. This update contains the most up-to-date Power Ratings for units that should be used in your games of Warhammer 40,000.

Since writing the latest edition of Warhammer 40,000 we have been working tirelessly to review and update the Power Ratings of every single unit in the 41st Millennium in order take into account all the changes introduced. For example, we have introduced Blast weapons, overhauled how battlefields and terrain function, and let's not forget that vehicles and monsters have become substantially better – being able to move and fire heavy weapons at full effect, and even shoot while enemy models are within Engagement Range of them! I'm sure you can see that together, these changes affect the relative efficacy of certain models and weapons, hence the need for a review. This monolithic task would have been impossible without the dedication and stalwart advice of our playtesting teams, who have our eternal thanks.

The Power Ratings listed in this update replace any published previously, and should be used in your games. A unit's Power Rating is based on the number of models in that unit; to determine its Power Rating, simply look at the entry for that unit and the corresponding Power Rating for the number of models in that unit. Remember that an Understrength unit has the same Power Rating as a minimum sized unit.

Sometimes, a unit's entry will have a Power Rating that is calculated 'per model'. Where this is the case, the Power Rating of the unit is simply this number multiplied by the number of models in that unit. Rarely, you will see an entry whose Power Rating is calculated as '+X per model'. In these cases, the Power Rating is equal to the minimum size, and then for each additional model above the minimum squad size included in that unit, increase that unit's Power Rating by the amount shown.

Occasionally, a unit will have two separate entries. This typically happens when a unit has the option to be equipped with particular wargear, such as jump packs or wings. Where this is the case, just be sure to use the entry that corresponds to the wargear equipped on your unit. If a unit can contain any models that have a substantially different power, these will be denoted within the entry by naming that model, which will have a '+X per model' on its line. Each time you include such a model in a unit, then its Power Rating is increased by the amount shown.

| HQ                            | MODELS IN UNIT | POWER RATING |
|-------------------------------|----------------|--------------|
| Chaos Lord                    | 1              | 5            |
| Chaos Lord in Terminator Armo | ur 1           | 6            |
| Daemon Prince of Nurgle       | 1              | 8            |
| Daemon Prince of Nurgle with  | Wings 1        | 10           |
| Lord of Contagion             | 1              | 6            |
| Malignant Plaguecaster        | 1              | 5            |
| Sorcerer                      | 1              | 5            |
| Sorcerer in Terminator Armour | 1              | 6            |

| NAMED CHARACTERS | MODELS IN UNIT | POWER RATING |
|------------------|----------------|--------------|
| Mortarion        | 1              | 25           |
| Typhus           | 1              | 9            |

| TROOPS         | MODELS IN UNIT | POWER RATING |
|----------------|----------------|--------------|
| Chaos Cultists | 10             | 3            |
|                | 11-20          | 6            |
|                | 21-30          | 9            |
|                | 31-40          | 12           |
| Plague Marines | 5              | 6            |
|                | 6-7            | 8            |
|                | 8-10           | 10           |
|                | 11-15          | 15           |
|                | 16-20          | 20           |
| Poxwalkers     | 10             | 3            |
|                | 11-20          | 6            |

| ELITES                  | MODELS IN UNIT | POWER RATING |
|-------------------------|----------------|--------------|
| Biologus Putrifier      | 1              | 4            |
| Blightlord Terminators  | 5              | 11           |
|                         | 6-10           | 22           |
| Deathshroud Terminators | 3              | 7            |
|                         | 4-6            | 14           |
| Foul Blightspawn        | 1              | 5            |
| Helbrute                | 1              | 7            |
| Noxious Blightbringer   | 1              | 3            |
| Plague Surgeon          | 1              | 4            |
| Possessed               | 5              | 5            |
|                         | 6-10           | 10           |
|                         | 11-15          | 15           |
|                         | 16-20          | 20           |
| Tallyman                | 1              | 3            |

| FAST ATTACK             | MODELS IN UNIT | POWER RATING |
|-------------------------|----------------|--------------|
| Chaos Spawn             | 1-5            | 1 per model  |
| Foetid Bloat-drone      | 1              | 7            |
| Myphitic Blight-haulers | 1-3            | 5 per model  |

| HEAVY SUPPORT       | MODELS IN UNIT | POWER RATING |
|---------------------|----------------|--------------|
| Chaos Land Raider   | 1              | 15           |
| Chaos Predator      | 1              | 9            |
| Defiler             | 1              | 9            |
| Plagueburst Crawler | 1              | 8            |

### DEDICATED TRANSPORT MODELS IN UNIT POWER RATING

Chaos Rhino 1 4

| DAEMONS          | MODELS IN UNIT | POWER RATING |
|------------------|----------------|--------------|
| Beasts of Nurgle | 1-9            | 2 per model  |
| Nurglings        | 3              | 2            |
|                  | 4-6            | 4            |
|                  | 7-9            | 6            |
| Plaguebearers    | 10             | 5            |
|                  | 11-20          | 10           |
|                  | 21-30          | 15           |
| Plague Drones    | 3              | 4            |
|                  | 4-6            | 8            |
|                  | 7-9            | 12           |

## DRUKHARI

Welcome to the 2021 Power Rating update for Drukhari. This update contains the most up-to-date Power Ratings for units that should be used in your games of Warhammer 40,000.

Since writing the latest edition of Warhammer 40,000 we have been working tirelessly to review and update the Power Ratings of every single unit in the 41st Millennium in order take into account all the changes introduced. For example, we have introduced Blast weapons, overhauled how battlefields and terrain function, and let's not forget that vehicles and monsters have become substantially better – being able to move and fire heavy weapons at full effect, and even shoot while enemy models are within Engagement Range of them! I'm sure you can see that together, these changes affect the relative efficacy of certain models and weapons, hence the need for a review. This monolithic task would have been impossible without the dedication and stalwart advice of our playtesting teams, who have our eternal thanks.

The Power Ratings listed in this update replace any published previously, and should be used in your games. A unit's Power Rating is based on the number of models in that unit; to determine its Power Rating, simply look at the entry for that unit and the corresponding Power Rating for the number of models in that unit. Remember that an Understrength unit has the same Power Rating as a minimum sized unit.

Sometimes, a unit's entry will have a Power Rating that is calculated 'per model'. Where this is the case, the Power Rating of the unit is simply this number multiplied by the number of models in that unit. Rarely, you will see an entry whose Power Rating is calculated as '+X per model'. In these cases, the Power Rating is equal to the minimum size, and then for each additional model above the minimum squad size included in that unit, increase that unit's Power Rating by the amount shown.

Occasionally, a unit will have two separate entries. This typically happens when a unit has the option to be equipped with particular wargear, such as jump packs or wings. Where this is the case, just be sure to use the entry that corresponds to the wargear equipped on your unit. If a unit can contain any models that have a substantially different power, these will be denoted within the entry by naming that model, which will have a '+X per model' on its line. Each time you include such a model in a unit, then its Power Rating is increased by the amount shown.

| HQ          | MODELS IN UNIT | POWER RATING |
|-------------|----------------|--------------|
| Archon      | 1              | 4            |
| Haemonculus | 1              | 5            |
| Succubus    | 1              | 3            |

| NAMED CHARACTERS | MODELS IN UNIT | POWER RATING |
|------------------|----------------|--------------|
| Drazhar          | 1              | 6            |
| Lelith Hesperax  | 1              | 5            |
| Urien Rakarth    | 1              | 5            |

| TROOPS            | MODELS IN UNIT | POWER RATING |
|-------------------|----------------|--------------|
| Kabalite Warriors | 5              | 3            |
|                   | 6-10           | 6            |
|                   | 11-15          | 9            |
|                   | 16-20          | 12           |
| Wracks            | 5              | 3            |
|                   | 6-10           | 6            |
| Wyches            | 5              | 3            |
|                   | 6-10           | 6            |
|                   | 11-15          | 9            |
|                   | 16-20          | 12           |

| ELITES      | MODELS IN UNIT | POWER RATING  |
|-------------|----------------|---------------|
| Beastmaster | 1              | 3             |
| Grotesques  | 3              | 6             |
|             | 4-10           | + 2 per model |
| Incubi      | 5              | 4             |
|             | 6-10           | 8             |
| Lhamaean    | 1              | 1             |
| Mandrakes   | 5              | 4             |
|             | 6-10           | 8             |
| Medusae     | 1              | 1             |
| Sslyth      | 1              | 1             |
| Ur-Ghul     | 1              | 1             |
|             |                |               |

| HEAVY SUPPORT | MODELS IN UNIT | POWER RATING |
|---------------|----------------|--------------|
| Cronos        | 1-3            | 4 per model  |
| Ravager       | 1              | 8            |
| Talos         | 1-3            | 6 per model  |

| DEDICATED TRANSPORT | MODELS IN UNIT | POWER RATING |
|---------------------|----------------|--------------|
| Raider              | 1              | 5            |
| Venom               | 1              | 4            |

| FLYERS               | MODELS IN UNIT | POWER RATING |
|----------------------|----------------|--------------|
| Razorwing Jetfighter | 1              | 8            |
| Voidraven Bomber     | 1              | 9            |

| FAST ATTACK      | MODELS IN UNIT | <b>POWER RATING</b> |
|------------------|----------------|---------------------|
| Clawed Fiends    | 1              | 2                   |
|                  | 2-3            | 5                   |
|                  | 4-6            | 10                  |
| Hellions         | 5              | 4                   |
|                  | 6-10           | 7                   |
|                  | 11-15          | 11                  |
|                  | 16-20          | 15                  |
| Khymerae         | 2              | 1                   |
|                  | 3-4            | 2                   |
|                  | 5-6            | 3                   |
|                  | 7-8            | 4                   |
|                  | 9-10           | 5                   |
|                  | 11-12          | 6                   |
| Razorwing Flocks | 1-3            | 2                   |
|                  | 4-6            | 4                   |
|                  | 7-9            | 6                   |
|                  | 10-12          | 8                   |
| Reavers          | 3              | 3                   |
|                  | 4-6            | 7                   |
|                  | 7-9            | 10                  |
|                  | 10-12          | 14                  |
| Scourges         | 5              | 7                   |
|                  | 6-10           | 10                  |

| FORTIFICATION | MODELS IN UNIT | POWER RATING |
|---------------|----------------|--------------|
| Webway Gate   | 1              | 5            |

# **GENESTEALER CULTS**

Welcome to the 2021 Power Rating update for Genestealer Cults. This update contains the most up-to-date Power Ratings for units that should be used in your games of Warhammer 40,000.

Since writing the latest edition of Warhammer 40,000 we have been working tirelessly to review and update the Power Ratings of every single unit in the 41st Millennium in order take into account all the changes introduced. For example, we have introduced Blast weapons, overhauled how battlefields and terrain function, and let's not forget that vehicles and monsters have become substantially better – being able to move and fire heavy weapons at full effect, and even shoot while enemy models are within Engagement Range of them! I'm sure you can see that together, these changes affect the relative efficacy of certain models and weapons, hence the need for a review. This monolithic task would have been impossible without the dedication and stalwart advice of our playtesting teams, who have our eternal thanks.

The Power Ratings listed in this update replace any published previously, and should be used in your games. A unit's Power Rating is based on the number of models in that unit; to determine its Power Rating, simply look at the entry for that unit and the corresponding Power Rating for the number of models in that unit. Remember that an Understrength unit has the same Power Rating as a minimum sized unit.

Sometimes, a unit's entry will have a Power Rating that is calculated 'per model'. Where this is the case, the Power Rating of the unit is simply this number multiplied by the number of models in that unit. Rarely, you will see an entry whose Power Rating is calculated as '+X per model'. In these cases, the Power Rating is equal to the minimum size, and then for each additional model above the minimum squad size included in that unit, increase that unit's Power Rating by the amount shown.

Occasionally, a unit will have two separate entries. This typically happens when a unit has the option to be equipped with particular wargear, such as jump packs or wings. Where this is the case, just be sure to use the entry that corresponds to the wargear equipped on your unit. If a unit can contain any models that have a substantially different power, these will be denoted within the entry by naming that model, which will have a '+X per model' on its line. Each time you include such a model in a unit, then its Power Rating is increased by the amount shown.

| HQ               | MODELS IN UNIT | POWER RATING      |
|------------------|----------------|-------------------|
| Abominant        | 1              | 6                 |
| Acolyte Iconward | 1              | 3                 |
| Jackal Alphus    | 1              | 4                 |
| Magus            | 1              | 5                 |
| - Familiars      | 0-2            | +1 per two models |
| Patriarch        | 1              | 7                 |
| - Familiars      | 0-2            | +1 per two models |
| Primus           | 1              | 4                 |

| TROOPS                        | MODELS IN UNIT | POWER RATING |
|-------------------------------|----------------|--------------|
| Acolyte Hybrids               | 5              | 3            |
|                               | 6-10           | 6            |
|                               | 11-15          | 9            |
|                               | 16-20          | 12           |
| Brood Brothers Infantry Squad | 10             | 3            |
|                               | 11-20          | 5            |
| Neophyte Hybrids              | 10             | 4            |
|                               | 11-20          | 7            |

| ELITES                  | MODELS IN UNIT | POWER RATING |
|-------------------------|----------------|--------------|
| Aberrants               | 5              | 8            |
|                         | 6-10           | 16           |
| Biophagus               | 1              | 2            |
| - Alchemicus Familiar   | 0-1            | +1 per model |
| Clamavus                | 1              | 3            |
| Hybrid Metamorphs       | 5              | 3            |
|                         | 6-10           | 6            |
| Kelermorph              | 1              | 4            |
| Locus                   | 1              | 3            |
| Nexos                   | 1              | 3            |
| Purestrain Genestealers | 5              | 4            |
|                         | 6-10           | 8            |
|                         | 11-15          | 12           |
|                         | 16-20          | 16           |
| Sanctus                 | 1              | 3            |

| MODELS IN UNIT | POWER RATING                   |
|----------------|--------------------------------|
| 1-3            | 4 per model                    |
| 4              | 4                              |
| 5-8            | 8                              |
| 9-12           | 12                             |
| 0-3            | +2 per model                   |
| 1-3            | 3 per model                    |
| 1-3            | 3 per model                    |
|                | 4<br>5-8<br>9-12<br>0-3<br>1-3 |

| HEAVY SUPPORT                     | MODELS IN UNIT     | POWER RATING    |
|-----------------------------------|--------------------|-----------------|
| Brood Brothers                    | 3                  | 3               |
| Heavy Weapons Squad               |                    |                 |
| Cult Leman Russ                   | 1                  | 11              |
| Goliath Rockgrinder               | 1                  | 6               |
| DEDICATED TRANSPORT               | F MODEL C IN LINIT | DOWED DATING    |
| DEDICATED TRANSPORT               | MODEL2 IN ONLI     | POWER RATING    |
| Cult Chimera                      | 1                  | 5               |
| Goliath Truck                     | 1                  | 4               |
|                                   |                    |                 |
|                                   |                    |                 |
| FORTIFICATION                     | MODELS IN UNIT     | POWER RATING    |
| FORTIFICATION  Tectonic Fragdrill | MODELS IN UNIT     | POWER RATING  4 |

## **GREY KNIGHTS**

Welcome to the 2021 Power Rating update for Grey Knights. This update contains the most up-to-date Power Ratings for units that should be used in your games of Warhammer 40,000.

Since writing the latest edition of Warhammer 40,000 we have been working tirelessly to review and update the Power Ratings of every single unit in the 41st Millennium in order take into account all the changes introduced. For example, we have introduced Blast weapons, overhauled how battlefields and terrain function, and let's not forget that vehicles and monsters have become substantially better – being able to move and fire heavy weapons at full effect, and even shoot while enemy models are within Engagement Range of them! I'm sure you can see that together, these changes affect the relative efficacy of certain models and weapons, hence the need for a review. This monolithic task would have been impossible without the dedication and stalwart advice of our playtesting teams, who have our eternal thanks.

The Power Ratings listed in this update replace any published previously, and should be used in your games. A unit's Power Rating is based on the number of models in that unit; to determine its Power Rating, simply look at the entry for that unit and the corresponding Power Rating for the number of models in that unit. Remember that an Understrength unit has the same Power Rating as a minimum sized unit.

Sometimes, a unit's entry will have a Power Rating that is calculated 'per model'. Where this is the case, the Power Rating of the unit is simply this number multiplied by the number of models in that unit. Rarely, you will see an entry whose Power Rating is calculated as '+X per model'. In these cases, the Power Rating is equal to the minimum size, and then for each additional model above the minimum squad size included in that unit, increase that unit's Power Rating by the amount shown.

Occasionally, a unit will have two separate entries. This typically happens when a unit has the option to be equipped with particular wargear, such as jump packs or wings. Where this is the case, just be sure to use the entry that corresponds to the wargear equipped on your unit. If a unit can contain any models that have a substantially different power, these will be denoted within the entry by naming that model, which will have a '+X per model' on its line. Each time you include such a model in a unit, then its Power Rating is increased by the amount shown.

| HQ N                          | ODELS IN UNIT | POWER RATING |
|-------------------------------|---------------|--------------|
| Brother-Captain               | 1             | 7            |
| Brotherhood Champion          | 1             | 5            |
| Chaplain                      | 1             | 6            |
| Grand Master                  | 1             | 8            |
| Grand Master in Nemesis Dread | knight 1      | 11           |
| Librarian                     | 1             | 6            |
| Techmarine                    | 1             | 5            |

| NAMED CHARACTERS      | MODELS IN UNIT | POWER RATING |
|-----------------------|----------------|--------------|
| Brother-Captain Stern | 1              | 6            |
| Castellan Crowe       | 1              | 5            |
| Grand Master Voldus   | 1              | 8            |
| Lord Kaldor Draigo    | 1              | 10           |

| TROOPS           | MODELS IN UNIT | POWER RATING |
|------------------|----------------|--------------|
| Strike Squad     | 5              | 7            |
|                  | 6-10           | 14           |
| Terminator Squad | 5              | 11           |
|                  | 6-10           | 22           |

| ELITES                | MODELS IN UNIT | POWER RATING |
|-----------------------|----------------|--------------|
| Apothecary            | 1              | 5            |
| Brotherhood Ancient   | 1              | 5            |
| Dreadnought           | 1              | 7            |
| Paladin Ancient       | 1              | 6            |
| Paladin Squad         | 3              | 8            |
|                       | 4-5            | 15           |
|                       | 6-10           | 30           |
| Purifier Squad        | 5              | 7            |
|                       | 6-10           | 14           |
| Servitors             | 4              | 2            |
| Venerable Dreadnought | 1              | 8            |
|                       |                |              |

| FAST ATTACK       | MODELS IN UNIT | POWER RATING |
|-------------------|----------------|--------------|
| Interceptor Squad | 5              | 7            |
|                   | 6-10           | 14           |

| HEAVY SUPPORT        | MODELS IN UNIT | POWER RATING |
|----------------------|----------------|--------------|
| Land Raider          | 1              | 15           |
| Land Raider Crusader | 1              | 15           |
| Land Raider Redeemer | 1              | 15           |
| Nemesis Dreadknight  | 1              | 9            |
| Purgation Squad      | 5              | 7            |
|                      | 6-10           | 13           |

| Razorback             | 1              | <u> </u>     |
|-----------------------|----------------|--------------|
|                       | 1              | 6            |
| Rhino                 | 1              | 4            |
| FLYERS                | MODELS IN UNIT | POWER RATING |
| Stormhawk Interceptor | 1              | 10           |
| Stormraven Gunship    | 1              | 17           |
|                       | 1              | 9            |

# HARLEQUINS AND YNNARI

Welcome to the 2021 Power Rating update for Harlequins and Ynnari. This update contains the most up-to-date Power Ratings for units that should be used in your games of Warhammer 40,000.

Since writing the latest edition of Warhammer 40,000 we have been working tirelessly to review and update the Power Ratings of every single unit in the 41st Millennium in order take into account all the changes introduced. For example, we have introduced Blast weapons, overhauled how battlefields and terrain function, and let's not forget that vehicles and monsters have become substantially better – being able to move and fire heavy weapons at full effect, and even shoot while enemy models are within Engagement Range of them! I'm sure you can see that together, these changes affect the relative efficacy of certain models and weapons, hence the need for a review. This monolithic task would have been impossible without the dedication and stalwart advice of our playtesting teams, who have our eternal thanks.

The Power Ratings listed in this update replace any published previously, and should be used in your games. A unit's Power Rating is based on the number of models in that unit; to determine its Power Rating, simply look at the entry for that unit and the corresponding Power Rating for the number of models in that unit. Remember that an Understrength unit has the same Power Rating as a minimum sized unit.

Sometimes, a unit's entry will have a Power Rating that is calculated 'per model'. Where this is the case, the Power Rating of the unit is simply this number multiplied by the number of models in that unit. Rarely, you will see an entry whose Power Rating is calculated as '+X per model'. In these cases, the Power Rating is equal to the minimum size, and then for each additional model above the minimum squad size included in that unit, increase that unit's Power Rating by the amount shown.

Occasionally, a unit will have two separate entries. This typically happens when a unit has the option to be equipped with particular wargear, such as jump packs or wings. Where this is the case, just be sure to use the entry that corresponds to the wargear equipped on your unit. If a unit can contain any models that have a substantially different power, these will be denoted within the entry by naming that model, which will have a '+X per model' on its line. Each time you include such a model in a unit, then its Power Rating is increased by the amount shown.

Robin Cruddace and the Warhammer 40,000
 Rules Team

## **HARLEQUINS**

| MODELS IN UNIT | POWER RATING   |
|----------------|--|
|                |  |
| 1              | 6  |
| 1              | 4  |
|                |  |
| MODELS IN UNIT | POWER RATING   |
| 5              | 5  |
| 6-12           | +1 per model   |
|                |  |
| MODELS IN UNIT | POWER RATING   |
| 1              | 3  |
| 1              | 5  |
|                |  |
| MODELS IN UNIT | POWER RATING   |
| 2              | 5  |
| 3-4            | 10   |
| 3-4            |  |
|                | 1 1  MODELS IN UNIT  5 6-12  MODELS IN UNIT  1 1 1  MODELS IN UNIT |

| HEAVY SUPPORT      | MODELS IN UNIT   | POWER RATING |
|--------------------|------------------|--------------|
| Voidweaver         | 1                | 5            |
| DEDICATED TRANSPOR | T MODELS IN UNIT | POWER RATING |
| Starweaver         | 1                | 4            |
| FORTIFICATION      | MODELS IN UNIT   | POWER RATING |
| Webway Gate        | 1                | 5            |
|                    |                  |              |

## **YNNARI**

| NAMED CHARACTER | MODELS IN UNIT | POWER RATING |
|-----------------|----------------|--------------|
| The Visarch     | 1              | 5            |
| The Yncarne     | 1              | 15           |
| Vyraine         | 1              | 6            |

# IMPERIAL KNIGHTS

Welcome to the 2021 Power Rating update for Imperial Knights. This update contains the most up-to-date Power Ratings for units that should be used in your games of Warhammer 40,000.

Since writing the latest edition of Warhammer 40,000 we have been working tirelessly to review and update the Power Ratings of every single unit in the 41st Millennium in order take into account all the changes introduced. For example, we have introduced Blast weapons, overhauled how battlefields and terrain function, and let's not forget that vehicles and monsters have become substantially better – being able to move and fire heavy weapons at full effect, and even shoot while enemy models are within Engagement Range of them! I'm sure you can see that together, these changes affect the relative efficacy of certain models and weapons, hence the need for a review. This monolithic task would have been impossible without the dedication and stalwart advice of our playtesting teams, who have our eternal thanks.

The Power Ratings listed in this update replace any published previously, and should be used in your games. A unit's Power Rating is based on the number of models in that unit; to determine its Power Rating, simply look at the entry for that unit and the corresponding Power Rating for the number of models in that unit. Remember that an Understrength unit has the same Power Rating as a minimum sized unit.

Power Rating is equal to the minimum size, and then for each additional model above the minimum squad size included in that unit, increase that unit's Power Rating by the amount shown.

Occasionally, a unit will have two separate entries. This typically happens when a unit has the option to be equipped with particular wargear, such as jump packs or wings. Where this is the case, just be sure to use the entry that corresponds to the wargear equipped on your unit. If a unit can contain any models

that have a substantially different power, these will be denoted

within the entry by naming that model, which will have a '+X

per model' on its line. Each time you include such a model in a unit, then its Power Rating is increased by the amount shown.

Sometimes, a unit's entry will have a Power Rating that is

of the unit is simply this number multiplied by the number of models in that unit. Rarely, you will see an entry whose

calculated 'per model'. Where this is the case, the Power Rating

Power Rating is calculated as '+X per model'. In these cases, the

| NAMED CHARACTERS | MODELS IN UNIT | POWER RATING |
|------------------|----------------|--------------|
| Canis Rex        | 1              | 22           |

| LORDS OF WAR      | MODELS IN UNIT | POWER RATING |
|-------------------|----------------|--------------|
| Armiger Helverin  | 1-3            | 8 per model  |
| Armiger Warglaive | 1-3            | 7 per model  |
| Knight Castellan  | 1              | 32           |
| Knight Crusader   | 1              | 26           |
| Knight Errant     | 1              | 23           |
| Knight Gallant    | 1              | 22           |
| Knight Paladin    | 1              | 24           |
| Knight Preceptor  | 1              | 22           |
| Knight Valiant    | 1              | 31           |
| Knight Warden     | 1              | 23           |

| FORTIFICATION         | MODELS IN UNIT | POWER RATING |
|-----------------------|----------------|--------------|
| Sacristan Forgeshrine | 1              | 5            |

# **MISCELLANEOUS**

Welcome to the 2021 Power Rating update for Gellerpox Infected, Elucidian Starstriders, Miscellaneous Imperium and Blackstone Fortress. This update contains the most up-to-date Power Ratings for units that should be used in your games of Warhammer 40,000.

Since writing the latest edition of Warhammer 40,000 we have been working tirelessly to review and update the Power Ratings of every single unit in the 41st Millennium in order take into account all the changes introduced. For example, we have introduced Blast weapons, overhauled how battlefields and terrain function, and let's not forget that vehicles and monsters have become substantially better – being able to move and fire heavy weapons at full effect, and even shoot while enemy models are within Engagement Range of them! I'm sure you can see that together, these changes affect the relative efficacy of certain models and weapons, hence the need for a review. This monolithic task would have been impossible without the dedication and stalwart advice of our playtesting teams, who have our eternal thanks.

The Power Ratings listed in this update replace any published previously, and should be used in your games. A unit's Power Rating is based on the number of models in that unit; to determine its Power Rating, simply look at the entry for that unit and the corresponding Power Rating for the number of models in that unit. Remember that an Understrength unit has the same Power Rating as a minimum sized unit.

Sometimes, a unit's entry will have a Power Rating that is calculated 'per model'. Where this is the case, the Power Rating of the unit is simply this number multiplied by the number of models in that unit. Rarely, you will see an entry whose Power Rating is calculated as '+X per model'. In these cases, the Power Rating is equal to the minimum size, and then for each additional model above the minimum squad size included in that unit, increase that unit's Power Rating by the amount shown.

Occasionally, a unit will have two separate entries. This typically happens when a unit has the option to be equipped with particular wargear, such as jump packs or wings. Where this is the case, just be sure to use the entry that corresponds to the wargear equipped on your unit. If a unit can contain any models that have a substantially different power, these will be denoted within the entry by naming that model, which will have a '+X per model' on its line. Each time you include such a model in a unit, then its Power Rating is increased by the amount shown.

Robin Cruddace and the Warhammer 40,000
 Rules Team

## GELLERPOX INFECTED

| UNIT                  | MODELS IN UNIT | POWER RATING |
|-----------------------|----------------|--------------|
|                       |                |              |
| Cursemites            | 4              | 1            |
| Eyestinger Swarms     | 4              | 1            |
| Glitchlings           | 4              | 1            |
| The Hullbreakers      | 3              | 5            |
| Sludge-Grubs          | 4              | 1            |
| The Vox-Shamblers     | 3              | 1            |
| Vulgrar Thrice-Cursed | 1              | 4            |

## **ELUCIDIAN STARSTRIDERS**

| UNIT                  | MODELS IN UNIT | POWER RATING |
|-----------------------|----------------|--------------|
|                       |                |              |
| Elucia Vhane          | 1              | 3            |
| Nitsch's Squad        | 6              | 2            |
| Knosso Prond          | 1              | 2            |
| Larsen van der Grauss | 1              | 2            |
| Sanistasia Minst      | 1              | 1            |

## **MISCELLANEOUS IMPERIUM**

| NAMED CHARACTERS                              | MODELS IN UNIT | POWER RATING |
|---|----------------|--------------|
| Ephrael Stern and Kyganil of the Bloody Tears | 2              | 7            |
| Valerian and Aleya                            | 2              | 10           |

## **BLACKSTONE FORTRESS**

| UNIT                  | MODELS IN UNIT | POWER RATING |
|-----------------------|----------------|--------------|
| Amallyn Shadowguide   | 1              | 3            |
| Ambull                | 1              | 4            |
| Aradia Madellan       | 1              | 3            |
| The Archivist         | 1              | 5            |
| Black Legionnaires    | 2              | 1            |
| Borewyrm Infestation  | 1-2            | 1 per model  |
| Chaos Beastmen        | 4              | 1            |
| Chaos Ogryn           | 1              | 4            |
| Cultist Firebrand     | 1              | 2            |
| Cultists of the Abyss | 7              | 2            |
| Daedalosus            | 1              | 3            |
| Dahyak Grekh          | 1              | 2            |
| Espern Locarno        | 1              | 2            |
| Gotfret de Montbard   | 1              | 2            |
| Guardian Drone        | 1              | 5            |
| Janus Draik           | 1              | 3            |
| Negavolt Cultists     | 4              | 2            |
| Neyam Shai Murad      | 1              | 3            |
| Obsidius Mallex       | 1              | 7            |
| Pious Vorne           | 1              | 2            |
| Rein and Raus         | 2              | 2            |
| Rogue Psyker          | 1              | 2            |
| Spindle Drones        | 4              | 3            |
| Taddeus the Purifier  | 1              | 3            |
| Traitor Guardsmen     | 7              | 2            |
| Traitor Commissar     | 1              | 3            |
| UR-025                | 1              | 3            |
| Ur-Ghul               | 1              | 1            |
| Y-101                 | 1              | 2            |

# AGENTS OF THE IMPERIUM

Welcome to the 2021 Power Rating update for Inquisition and Officio Assassinorum. This update contains the most up-to-date Power Ratings for units that should be used in your games of Warhammer 40.000.

Since writing the latest edition of Warhammer 40,000 we have been working tirelessly to review and update the Power Ratings of every single unit in the 41st Millennium in order take into account all the changes introduced. For example, we have introduced Blast weapons, overhauled how battlefields and terrain function, and let's not forget that vehicles and monsters have become substantially better – being able to move and fire heavy weapons at full effect, and even shoot while enemy models are within Engagement Range of them! I'm sure you can see that together, these changes affect the relative efficacy of certain models and weapons, hence the need for a review. This monolithic task would have been impossible without the dedication and stalwart advice of our playtesting teams, who have our eternal thanks.

The Power Ratings listed in this update replace any published previously, and should be used in your games. A unit's Power Rating is based on the number of models in that unit; to determine its Power Rating, simply look at the entry for that unit and the corresponding Power Rating for the number of models in that unit. Remember that an Understrength unit has the same Power Rating as a minimum sized unit.

Sometimes, a unit's entry will have a Power Rating that is calculated 'per model'. Where this is the case, the Power Rating of the unit is simply this number multiplied by the number of models in that unit. Rarely, you will see an entry whose Power Rating is calculated as '+X per model'. In these cases, the Power Rating is equal to the minimum size, and then for each additional model above the minimum squad size included in that unit, increase that unit's Power Rating by the amount shown.

Occasionally, a unit will have two separate entries. This typically happens when a unit has the option to be equipped with particular wargear, such as jump packs or wings. Where this is the case, just be sure to use the entry that corresponds to the wargear equipped on your unit. If a unit can contain any models that have a substantially different power, these will be denoted within the entry by naming that model, which will have a '+X per model' on its line. Each time you include such a model in a unit, then its Power Rating is increased by the amount shown.

Robin Cruddace and the Warhammer 40,000
 Rules Team

## **INQUISITION**

| HQ                      | MODELS IN UNIT | POWER RATING              |
|-------------------------|----------------|---------------------------|
|                         |                |                           |
| Inquisitor              | 1              | 4                         |
| Ordo Malleus Inquisitor | 1              | 6                         |
| in Terminator Armour    |                |                           |
|                         |                |                           |
|                         |                |                           |
| ELITES                  | MODELS IN UNIT | POWER RATING              |
| ELITES Acolytes         | MODELS IN UNIT | POWER RATING  1 per model |
|                         |                |                           |

| NAMED CHARACTERS             | MUDELS IN UNIT | PUWER RATING |
|------------------------------|----------------|--------------|
|                              |                |              |
| Inquisitor Coteaz            | 1              | 5            |
| Inquisitor Eisenhorn         | 1              | 5            |
| Inquisitor Greyfax           | 1              | 5            |
| Inquisitor Karamazov         | 1              | 7            |
| Lord Inquisitor Kyria Draxus | 1              | 5            |

## OFFICIO ASSASSINORUM

| ELITES            | MODELS IN UNIT | POWER RATING | ELITES             | MODELS IN UNIT | POWER RATING |
|-------------------|----------------|--------------|--------------------|----------------|--------------|
| Callidus Assassin | 1              | 5            | Eversor Assassin   | 1              | 5            |
|                   | -              |              |                    | -              | -            |
| Culexus Assassin  | 1              | 5            | Vindicare Assassin | 1              | 5            |

# ORKS

Welcome to the 2021 Power Rating update for Orks. This update contains the most up-to-date Power Ratings for units that should be used in your games of Warhammer 40,000.

Since writing the latest edition of Warhammer 40,000 we have been working tirelessly to review and update the Power Ratings of every single unit in the 41st Millennium in order take into account all the changes introduced. For example, we have introduced Blast weapons, overhauled how battlefields and terrain function, and let's not forget that vehicles and monsters have become substantially better – being able to move and fire heavy weapons at full effect, and even shoot while enemy models are within Engagement Range of them! I'm sure you can see that together, these changes affect the relative efficacy of certain models and weapons, hence the need for a review. This monolithic task would have been impossible without the dedication and stalwart advice of our playtesting teams, who have our eternal thanks.

The Power Ratings listed in this update replace any published previously, and should be used in your games. A unit's Power Rating is based on the number of models in that unit; to determine its Power Rating, simply look at the entry for that unit and the corresponding Power Rating for the number of models in that unit. Remember that an Understrength unit has the same Power Rating as a minimum sized unit.

Sometimes, a unit's entry will have a Power Rating that is calculated 'per model'. Where this is the case, the Power Rating of the unit is simply this number multiplied by the number of models in that unit. Rarely, you will see an entry whose Power Rating is calculated as '+X per model'. In these cases, the Power Rating is equal to the minimum size, and then for each additional model above the minimum squad size included in that unit, increase that unit's Power Rating by the amount shown.

Occasionally, a unit will have two separate entries. This typically happens when a unit has the option to be equipped with particular wargear, such as jump packs or wings. Where this is the case, just be sure to use the entry that corresponds to the wargear equipped on your unit. If a unit can contain any models that have a substantially different power, these will be denoted within the entry by naming that model, which will have a '+X per model' on its line. Each time you include such a model in a unit, then its Power Rating is increased by the amount shown.

| HQ                            | MODELS IN UNIT | POWER RATING |
|-------------------------------|----------------|--------------|
| Big Mek in Mega Armour        | 1              | 6            |
| Big Mek with Shokk Attack Gun | 1              | 7            |
| Big Mek with Kustom Force Fie | ld 1           | 4            |
| Deffkilla Wartrike            | 1              | 7            |
| Warboss                       | 1              | 4            |
| Weirdboy                      | 1              | 4            |

| MODELS IN UNIT | POWER RATING                          |
|----------------|---------------------------------------|
| 1              | 4                                     |
| 1              | 5                                     |
| 1              | 15                                    |
| 1              | 4                                     |
| 1              | 5                                     |
| 1              | 5                                     |
|                | 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 |

| TROOPS   | MODELS IN UNIT | POWER RATING |
|----------|----------------|--------------|
| Boyz     | 10             | 4            |
| 3        | 11-20          | 8            |
|          | 21-30          | 12           |
| Gretchin | 10             | 2            |
|          | 11-20          | 4            |
|          | 21-30          | 6            |

| ELITES                  | MODELS IN UNIT | POWER RATING |
|-------------------------|----------------|--------------|
| Burna Boyz              | 5              | 3            |
| · ·                     | 6-10           | 6            |
|                         | 11-15          | 9            |
| Kommandos               | 5              | 3            |
|                         | 6-10           | 6            |
|                         | 11-15          | 9            |
| Meganobz                | 3              | 6            |
|                         | 4-10           | +2 per model |
| Mek                     | 1              | 2            |
| Nob with Waaagh! Banner | 1              | 5            |
| Nobz                    | 5              | 6            |
|                         | 6-10           | 12           |
| Nobz on Warbikes        | 3              | 6            |
|                         | 4-6            | 12           |
|                         | 7-9            | 18           |
| Painboy                 | 1              | 3            |
| Runtherd                | 1              | 3            |
| Tankbustas              | 5              | 4            |
|                         | 6-10           | 8            |
|                         | 11-15          | 12           |

| FAST ATTACK             | MODELS IN UNIT | POWER RATING |
|-------------------------|----------------|--------------|
| Boomdakka Snazzwagons   | 1-3            | 5 per model  |
| Deffkoptas              | 1-5            | 2 per model  |
| Kustom Boosta-blastas   | 1-3            | 5 per model  |
| Megatrakk Scrapjets     | 1-3            | 5 per model  |
| Rukkatrukk Squigbuggies | 1-3            | 6 per model  |
| Shokkjump Dragstas      | 1-3            | 5 per model  |
| Stormboyz               | 5              | 3            |
|                         | 6-10           | 6            |
|                         | 11-20          | 12           |
|                         | 21-30          | 18           |
| Warbikers               | 3              | 4            |
|                         | 4-6            | 8            |
|                         | 7-9            | 12           |
|                         | 10-12          | 16           |

| HEAVY SUPPORT      | MODELS IN UNIT | POWER RATING |
|--------------------|----------------|--------------|
| Battlewagon        | 1              | 9            |
| Bonebreaka         | 1              | 10           |
| Deff Dreads        | 1-3            | 6 per model  |
| Flash Gitz         | 5              | 8            |
|                    | 6-10           | 16           |
| Gorkanaut          | 1              | 17           |
| Gunwagon           | 1              | 10           |
| Killa Kans         | 1              | 3            |
|                    | 2-3            | 9            |
|                    | 4-6            | 18           |
| Lootas             | 5-15           | 5            |
|                    | 6-10           | 10           |
|                    | 11-15          | 15           |
| Mek Gunz inc. krew | 1-5            | 3 per model  |
| Morkanaut          | 1              | 16           |

### DEDICATED TRANSPORT MODELS IN UNIT POWER RATING

Trukk 1

| FLYERS           | MODELS IN UNIT | POWER RATING |
|------------------|----------------|--------------|
| Blitza-bommer    | 1              | 8            |
| Burna-bommer     | 1              | 8            |
| Dakkajet         | 1              | 8            |
| Wazbom Blastajet | 1              | 10           |

| LORDS OF WAR | MODELS IN UNIT | POWER RATING |
|--------------|----------------|--------------|
|              |                |              |

Stompa 1 46

| FORTIFICATION | MODELS IN UNIT | POWER RATING |
|---------------|----------------|--------------|
|               |                |              |

Mekboy Workshop 1 5

# SPACE MARINES SUPPLEMENTS

Welcome to the 2021 Power Rating update for Ultramarines, White Scars, Iron Hands, Imperial Fists, Salamanders and Raven Guard. This update contains the most up-to-date Power Ratings for units that should be used in your games of Warhammer 40,000.

Since writing the latest edition of Warhammer 40,000 we have been working tirelessly to review and update the Power Ratings of every single unit in the 41st Millennium in order take into account all the changes introduced. For example, we have introduced Blast weapons, overhauled how battlefields and terrain function, and let's not forget that vehicles and monsters have become substantially better – being able to move and fire heavy weapons at full effect, and even shoot while enemy models are within Engagement Range of them! I'm sure you can see that together, these changes affect the relative efficacy of certain models and weapons, hence the need for a review. This monolithic task would have been impossible without the dedication and stalwart advice of our playtesting teams, who have our eternal thanks.

The Power Ratings listed in this update replace any published previously, and should be used in your games. A unit's Power Rating is based on the number of models in that unit; to determine its Power Rating, simply look at the entry for that unit and the corresponding Power Rating for the number of models in that unit. Remember that an Understrength unit has the same Power Rating as a minimum sized unit.

Sometimes, a unit's entry will have a Power Rating that is calculated 'per model'. Where this is the case, the Power Rating of the unit is simply this number multiplied by the number of models in that unit. Rarely, you will see an entry whose Power Rating is calculated as '+X per model'. In these cases, the Power Rating is equal to the minimum size, and then for each additional model above the minimum squad size included in that unit, increase that unit's Power Rating by the amount shown.

Occasionally, a unit will have two separate entries. This typically happens when a unit has the option to be equipped with particular wargear, such as jump packs or wings. Where this is the case, just be sure to use the entry that corresponds to the wargear equipped on your unit. If a unit can contain any models that have a substantially different power, these will be denoted within the entry by naming that model, which will have a '+X per model' on its line. Each time you include such a model in a unit, then its Power Rating is increased by the amount shown.

Robin Cruddace and the Warhammer 40,000
 Rules Team

## **ULTRAMARINES**

| NAMED CHARACTERS         | MODELS IN UNIT | POWER RATING | E |
|--------------------------|----------------|--------------|---|
|                          |                |              |   |
| Captain Sicarius         | 1              | 6            | ( |
| Chaplain Cassius         | 1              | 5            | ( |
| Chief Librarian Tigurius | 1              | 7            | ŀ |
| Marneus Calgar           | 1              | 11           | T |
| Roboute Guilliman        | 1              | 19           |   |
| Sergeant Chronus         | 1              | 2            | ١ |
| Sergeant Telion          | 1              | 3            |   |

| ELITES                | MODELS IN UNIT | POWER RATING |
|-----------------------|----------------|--------------|
|                       |                |              |
| Chapter Ancient       | 1              | 5            |
| Chapter Champion      | 1              | 4            |
| Honour Guard          | 2              | 2            |
| Tyrannic War Veterans | 4              | 3            |
|                       | 5-10           | 8            |
| Victrix Honour Guard  | 2              | 3            |

## WHITE SCARS

| HQ           | MODELS IN UNIT | POWER RATING | NAMED CHARACTERS | MODELS IN UNIT | POWER RATING |
|--------------|----------------|--------------|------------------|----------------|--------------|
| Khan on Bike | 1              | 6            | Kor'sarro Khan   | 1              | 6            |

## **IRON HANDS**

NAMED CHARACTERS MODELS IN UNIT POWER RATING

Iron Father Feirros 1

## **IMPERIAL FISTS**

| NAMED CHARACTERS | MODELS IN UNIT | POWER RATING |
|------------------|----------------|--------------|
| Captain Lysander | 1              | 7            |
| Pedro Kantor     | 1              | 8            |
| Tor Garadon      | 1              | 8            |

## **SALAMANDERS**

| NAMED CHARACTERS | MODELS IN UNIT | POWER RATING |
|------------------|----------------|--------------|
|                  |                |              |
| Adrax Agatone    | 1              | 8            |
| Vulkan He'stan   | 1              | 7            |

## **RAVEN GUARD**

| NAMED CHARACTERS | MODELS IN UNIT | POWER RATING |
|------------------|----------------|--------------|
|                  |                |              |
| Kayvaan Shrike   | 1              | 7            |

## T'AU EMPIRE

Welcome to the 2021 Power Rating update for T'au Empire. This update contains the most up-to-date Power Ratings for units that should be used in your games of Warhammer 40,000.

Since writing the latest edition of Warhammer 40,000 we have been working tirelessly to review and update the Power Ratings of every single unit in the 41st Millennium in order take into account all the changes introduced. For example, we have introduced Blast weapons, overhauled how battlefields and terrain function, and let's not forget that vehicles and monsters have become substantially better – being able to move and fire heavy weapons at full effect, and even shoot while enemy models are within Engagement Range of them! I'm sure you can see that together, these changes affect the relative efficacy of certain models and weapons, hence the need for a review. This monolithic task would have been impossible without the dedication and stalwart advice of our playtesting teams, who have our eternal thanks.

The Power Ratings listed in this update replace any published previously, and should be used in your games. A unit's Power Rating is based on the number of models in that unit; to determine its Power Rating, simply look at the entry for that unit and the corresponding Power Rating for the number of models in that unit. Remember that an Understrength unit has the same Power Rating as a minimum sized unit.

Sometimes, a unit's entry will have a Power Rating that is calculated 'per model'. Where this is the case, the Power Rating of the unit is simply this number multiplied by the number of models in that unit. Rarely, you will see an entry whose Power Rating is calculated as '+X per model'. In these cases, the Power Rating is equal to the minimum size, and then for each additional model above the minimum squad size included in that unit, increase that unit's Power Rating by the amount shown.

Occasionally, a unit will have two separate entries. This typically happens when a unit has the option to be equipped with particular wargear, such as jump packs or wings. Where this is the case, just be sure to use the entry that corresponds to the wargear equipped on your unit. If a unit can contain any models that have a substantially different power, these will be denoted within the entry by naming that model, which will have a '+X per model' on its line. Each time you include such a model in a unit, then its Power Rating is increased by the amount shown.

| HQ                             | MODELS IN UNIT | <b>POWER RATING</b> |
|--------------------------------|----------------|---------------------|
| Cadre Fireblade                | 1              | 3                   |
| - Tactical Drones              | 0-2            | +1 per two models   |
| Commander in XV8 Crisis Battle | esuit 1        | 7                   |
| - Tactical Drones              | 0-2            | +1 per two models   |
| Commander in                   | 1              | 7                   |
| XV85 Enforcer Battlesuit       |                |                     |
| - Tactical Drones              | 0-2            | +1 per two models   |
| Commander in                   | 1              | 8                   |
| XV86 Coldstar Battlesuit       |                |                     |
| - Tactical Drones              | 0-2            | +1 per two models   |
| Ethereal                       | 1              | 3                   |
| - Tactical Drones              | 0-2            | +1 per two models   |

| NAMED CHARACTERS          | MODELS IN UNIT | POWER RATING |
|---------------------------|----------------|--------------|
| Aun'Shi                   | 1              | 3            |
| Aun'Va and Ethereal Guard | 3              | 5            |
| Commander Farsight        | 1              | 7            |
| Commander Shadowsun       | 1              | 8            |
| Darkstrider               | 1              | 3            |
| The Eight                 | 8 Characters,  | 62           |
|                           | 14 Drones      |              |
| Longstrike                | 1              | 11           |

| TROOPS                                    | MODELS IN UNIT | POWER RATING               |
|---|----------------|----------------------------|
| Breacher Team                             | 5              | 2                          |
|   | 6-10           | 4                          |
| - DS8 Tactical Support Turret             | 0-1            | +1 per model               |
| - Tactical Drones/                        | 0-2 +1 per tv  | vo models MV36 Guardian Dr |
| Kroot Carnivores                          | 10             | 3                          |
|   | 11-20          | 6                          |
| Strike Team                               | 5              | 2                          |
|   | 6-10           | 4                          |
|   | 11-12          | 5                          |
| - DS8 Tactical Support Turret             | 0-1            | +1 per model               |
| - Tactical Drones/<br>MV36 Guardian Drone | 0-2            | +1 per two models          |

| ELITES                       | MODELS IN UNIT | POWER RATING      |
|------------------------------|----------------|-------------------|
| XV8 Crisis Battlesuits       | 3              | 8                 |
|                              | 4-6            | 16                |
|                              | 7-9            | 24                |
| - Tactical Drones            | 0-18           | +1 per two models |
| XV8 Crisis Bodyguards        | 3              | 9                 |
|                              | 4-6            | 18                |
|                              | 7-9            | 27                |
| - Tactical Drones            | 0-18           | +1 per two models |
| Firesight Marksman           | 1              | 2                 |
| XV95 Ghostkeel Battlesuit    | 1              | 9                 |
| Krootox Riders               | 1-3            | 1 per model       |
| Kroot Shaper                 | 1              | 2                 |
| XV104 Riptide Battlesuit     | 1              | 15                |
| - MV84 Shielded Missile Dron | es 0-2         | +2 per model      |
| XV25 Stealth Battlesuit      | 3              | 5                 |
|                              | 4-6            | 10                |
| - Tactical Drones            | 0-2            | +1 per two models |

| FORTIFICATION              | MODELS IN UNIT | POWER RATING      |
|----------------------------|----------------|-------------------|
| Tidewall Droneport         | 1              | 4                 |
| - Drones                   | 0-4            | +1 per two models |
| Tidewall Gunrig            | 1              | 6                 |
| Tidewall Shieldline        | 1              | 4                 |
| -Tidewall Defence Platform | 0-1            | +4 per model      |

| FAST ATTACK       | MODELS IN UNIT | POWER RATING      |
|-------------------|----------------|-------------------|
| Kroot Hounds      | 4              | 1                 |
|                   | 5-8            | 2                 |
|                   | 9-12           | 3                 |
| Pathfinder Team   | 5              | 3                 |
|                   | 6-10           | 5                 |
| - Tactical Drones | 0-2            | +1 per two models |
| - Support Drones  | 0-2            | +1 per model      |
| - MB3 Recon Drone | 0-1            | +1 per model      |
| TX4 Piranhas      | 1-5            | 4 per model       |
| Tactical Drones   | 4              | 2                 |
|                   | 5-8            | 4                 |
|                   | 9-12           | 6                 |
| Vespid Stingwings | 4              | 2                 |
|                   | 5-8            | 4                 |
|                   | 9-12           | 6                 |

| HEAVY SUPPORT              | MODELS IN UNIT | POWER RATING      |
|----------------------------|----------------|-------------------|
| XV88 Broadside Battlesuits | 1-3            | 5 per model       |
| - Tactical Drones          | 0-6            | +1 per two models |
| - MV8 Missile Drones       | 0-6            | +1 per model      |
| TX7 Hammerhead Gunship     | 1              | 9                 |
| TX78 Sky Ray Gunship       | 1              | 8                 |
| MV71 Sniper Drones         | 3              | 3                 |
|                            | 4-6            | 6                 |
|                            | 7-9            | 9                 |

## DEDICATED TRANSPORT MODELS IN UNIT POWER RATING TY7 Devilfish 1 5

FLYERSMODELS IN UNITPOWER RATINGAX3 Razorshark Strike Fighter16AX39 Sun Shark Bomber18

| LORDS OF WAR     | MODELS IN UNIT | <b>POWER RATING</b> |
|------------------|----------------|---------------------|
| KV128 Stormsurge | 1              | 18                  |

# THOUSAND SONS

Welcome to the 2020 Power Rating update for Thousand Sons. This update contains the most up-to-date Power Ratings for units that should be used in your games of Warhammer 40,000.

Since writing the latest edition of Warhammer 40,000 we have been working tirelessly to review and update the Power Ratings of every single unit in the 41st Millennium in order take into account all the changes introduced. For example, we have introduced Blast weapons, overhauled how battlefields and terrain function, and let's not forget that vehicles and monsters have become substantially better – being able to move and fire heavy weapons at full effect, and even shoot while enemy models are within Engagement Range of them! I'm sure you can see that together, these changes affect the relative efficacy of certain models and weapons, hence the need for a review. This monolithic task would have been impossible without the dedication and stalwart advice of our playtesting teams, who have our eternal thanks.

The Power Ratings listed in this update replace any published previously, and should be used in your games. A unit's Power Rating is based on the number of models in that unit; to determine its Power Rating, simply look at the entry for that unit and the corresponding Power Rating for the number of models in that unit. Remember that an Understrength unit has the same Power Rating as a minimum sized unit.

Sometimes, a unit's entry will have a Power Rating that is calculated 'per model'. Where this is the case, the Power Rating of the unit is simply this number multiplied by the number of models in that unit. Rarely, you will see an entry whose Power Rating is calculated as '+X per model'. In these cases, the Power Rating is equal to the minimum size, and then for each additional model above the minimum squad size included in that unit, increase that unit's Power Rating by the amount shown.

Occasionally, a unit will have two separate entries. This typically happens when a unit has the option to be equipped with particular wargear, such as jump packs or wings. Where this is the case, just be sure to use the entry that corresponds to the wargear equipped on your unit. If a unit can contain any models that have a substantially different power, these will be denoted within the entry by naming that model, which will have a '+X per model' on its line. Each time you include such a model in a unit, then its Power Rating is increased by the amount shown.

| HQ I                             | MODELS IN UNIT | POWER RATING |
|----------------------------------|----------------|--------------|
| Daemon Prince of Tzeentch        | 1              | 8            |
| Daemon Prince of Tzeentch        | 1              | 10           |
| with Wings                       |                |              |
| Exalted Sorcerer                 | 1              | 6            |
| Exalted Sorcerer on Disc of Tzee | entch 1        | 7            |
| Sorcerer                         | 1              | 5            |
| Sorcerer in Terminator Armour    | 1              | 6            |

| NAMED CHARACTERS            | MODELS IN UNIT | POWER RATING |
|-----------------------------|----------------|--------------|
| Ahriman                     | 1              | 8            |
| Ahriman on Disc of Tzeentch | 1              | 9            |
| Magnus the Red              | 1              | 24           |

| TROOPS         | MODELS IN UNIT | POWER RATING |
|----------------|----------------|--------------|
| Chaos Cultists | 10             | 3            |
|                | 11-20          | 6            |
|                | 21-30          | 9            |
|                | 31-40          | 12           |
| Rubric Marines | 5              | 6            |
|                | 6-10           | 12           |
|                | 11-15          | 18           |
|                | 16-20          | 24           |
| Tzaangors      | 10             | 4            |
|                | 11-20          | 8            |
|                | 21-30          | 12           |

| ELITES                    | MUDELS IN UNIT | PUWER RATING |
|---------------------------|----------------|--------------|
| Helbrute                  | 1              | 7            |
| Scarab Occult Terminators | 5              | 10           |
|                           | 6-10           | 20           |
| Tzaangor Shaman           | 1              | 5            |

| FAST ATTACK          | MODELS IN UNIT | POWER RATING |
|----------------------|----------------|--------------|
| Chaos Spawn          | 1-5            | 1 per model  |
| Tzaangor Enlightened | 3              | 3            |
|                      | 4-6            | 6            |
|                      | 7-9            | 9            |
|                      |                |              |

| HEAVY SUPPORT         | MODELS IN UNIT | POWER RATING |
|-----------------------|----------------|--------------|
| Chaos Land Raider     | 1              | 15           |
| Chaos Predator        | 1              | 9            |
| Chaos Vindicator      | 1              | 7            |
| Defiler               | 1              | 9            |
| Forgefiend            | 1              | 7            |
| Maulerfiend           | 1              | 7            |
| Mutalith Vortex Beast | 1              | 7            |

| DEDICATED TRANSPORT | MODELS IN UNIT | POWER RATING |
|---------------------|----------------|--------------|
| Chaos Rhino         | 1              | 4            |

| FLYERS    | MODELS IN UNIT | POWER RATING |
|-----------|----------------|--------------|
| Heldrake  | 1              | 8            |
| DAEMONS   | MODELS IN UNIT | POWER RATING |
| Flamers   | 3              | 3            |
|           | 4-6            | 6            |
|           | 7-9            | 9            |
| Horrors   | 10             | 4            |
|           | 11-20          | 8            |
|           | 21-30          | 12           |
| Screamers | 3              | 3            |
|           | 4-6            | 6            |
|           | 7-9            | 9            |
|           |                |              |

## TYRANIDS

Welcome to the 2021 Power Rating update for Tyranids. This update contains the most up-to-date Power Ratings for units that should be used in your games of Warhammer 40,000.

Since writing the latest edition of Warhammer 40,000 we have been working tirelessly to review and update the Power Ratings of every single unit in the 41st Millennium in order take into account all the changes introduced. For example, we have introduced Blast weapons, overhauled how battlefields and terrain function, and let's not forget that vehicles and monsters have become substantially better – being able to move and fire heavy weapons at full effect, and even shoot while enemy models are within Engagement Range of them! I'm sure you can see that together, these changes affect the relative efficacy of certain models and weapons, hence the need for a review. This monolithic task would have been impossible without the dedication and stalwart advice of our playtesting teams, who have our eternal thanks.

The Power Ratings listed in this update replace any published previously, and should be used in your games. A unit's Power Rating is based on the number of models in that unit; to determine its Power Rating, simply look at the entry for that unit and the corresponding Power Rating for the number of models in that unit. Remember that an Understrength unit has the same Power Rating as a minimum sized unit.

Sometimes, a unit's entry will have a Power Rating that is calculated 'per model'. Where this is the case, the Power Rating of the unit is simply this number multiplied by the number of models in that unit. Rarely, you will see an entry whose Power Rating is calculated as '+X per model'. In these cases, the Power Rating is equal to the minimum size, and then for each additional model above the minimum squad size included in that unit, increase that unit's Power Rating by the amount shown.

Occasionally, a unit will have two separate entries. This typically happens when a unit has the option to be equipped with particular wargear, such as jump packs or wings. Where this is the case, just be sure to use the entry that corresponds to the wargear equipped on your unit. If a unit can contain any models that have a substantially different power, these will be denoted within the entry by naming that model, which will have a '+X per model' on its line. Each time you include such a model in a unit, then its Power Rating is increased by the amount shown.

| HQ                     | MODELS IN UNIT | POWER RATING |
|------------------------|----------------|--------------|
| Broodlord              | 1              | 7            |
| Hive Tyrant            | 1              | 9            |
| Hive Tyrant with Wings | 1              | 11           |
| Neurothrope            | 1              | 5            |
| Tervigon               | 1              | 11           |
| Tyranid Prime          | 1              | 5            |

| NAMED CHARACTERS | MODELS IN UNIT | POWER RATING |
|------------------|----------------|--------------|
| Deathleaper      | 1              | 4            |
| Old One Eye      | 1              | 11           |
| The Red Terror   | 1              | 3            |
| The Swarmlord    | 1              | 14           |

| TROOPS           | MODELS IN UNIT | POWER RATING |
|------------------|----------------|--------------|
| Genestealers     | 5              | 4            |
|                  | 6-10           | 8            |
|                  | 11-15          | 12           |
|                  | 16-20          | 16           |
| Hormagaunts      | 10             | 3            |
|                  | 11-20          | 6            |
|                  | 21-30          | 9            |
| Ripper Swarms    | 3              | 2            |
|                  | 4-6            | 4            |
|                  | 7-9            | 6            |
| Termagants       | 10             | 3            |
|                  | 11-20          | 6            |
|                  | 21-30          | 9            |
| Tyranid Warriors | 3              | 4            |
|                  | 4-6            | 8            |
|                  | 7-9            | 12           |

| ELITES       | MODELS IN UNIT | POWER RATING |
|--------------|----------------|--------------|
| Haruspex     | 1              | 9            |
| Hive Guard   | 3              | 6            |
|              | 4-6            | 12           |
| Lictor       | 1              | 2            |
| Maleceptor   | 1              | 9            |
| Pyrovores    | 1-3            | 1 per model  |
| Tyrant Guard | 3              | 7            |
|              | 4-6            | 14           |
| Venomthropes | 3              | 5            |
|              | 4-6            | 10           |
| Zoanthropes  | 3              | 7            |
|              | 4-6            | 14           |

| FAST ATTACK    | MODELS IN UNIT | POWER RATING |
|----------------|----------------|--------------|
| Gargoyles      | 10             | 3            |
| 5 5            | 11-20          | 6            |
|                | 21-30          | 9            |
| Mucolid Spores | 1-3            | 1 per model  |
| Raveners       | 3              | 3            |
|                | 4-6            | 6            |
|                | 7-9            | 9            |
| Spore Mines    | 3              | 1            |
|                | 4-6            | 2            |
|                | 7-9            | 3            |

| HEAVY SUPPORT    | MODELS IN UNIT | POWER RATING |
|------------------|----------------|--------------|
| Biovores         | 1-3            | 2 per model  |
| Carnifexes       | 1-3            | 6 per model  |
| Exocrine         | 1              | 9            |
| Mawloc           | 1              | 6            |
| Screamer-Killers | 1-3            | 6 per model  |
| Thornbacks       | 1-3            | 7 per model  |
| Toxicrene        | 1              | 8            |
| Trygon           | 1              | 8            |
| Trygon Prime     | 1              | 10           |
| Tyrannofex       | 1              | 9            |
|                  |                |              |

#### DEDICATED TRANSPORT MODELS IN UNIT POWER RATING

6

Tyrannocyte 1

| FORTIFICATION | MODELS IN UNIT | POWER RATING |
|---------------|----------------|--------------|
| Sporocyst     | 1              | 7            |

| FLYERS     | MODELS IN UNIT | POWER RATING |
|------------|----------------|--------------|
| Harpy      | 1              | 8            |
| Hive Crone | 1              | 8            |

# UNALIGNED FORTIFICATIONS

Welcome to the 2021 Power Rating update for Unaligned Fortifications. This update contains the most up-to-date Power Ratings for units that should be used in your games of Warhammer 40.000.

Since writing the latest edition of Warhammer 40,000 we have been working tirelessly to review and update the Power Ratings of every single unit in the 41st Millennium in order take into account all the changes introduced. For example, we have introduced Blast weapons, overhauled how battlefields and terrain function, and let's not forget that vehicles and monsters have become substantially better – being able to move and fire heavy weapons at full effect, and even shoot while enemy models are within Engagement Range of them! I'm sure you can see that together, these changes affect the relative efficacy of certain models and weapons, hence the need for a review. This monolithic task would have been impossible without the dedication and stalwart advice of our playtesting teams, who have our eternal thanks.

The Power Ratings listed in this update replace any published previously, and should be used in your games. A unit's Power Rating is based on the number of models in that unit; to determine its Power Rating, simply look at the entry for that unit and the corresponding Power Rating for the number of models in that unit. Remember that an Understrength unit has the same Power Rating as a minimum sized unit.

**FORTIFICATION** MODELS IN UNIT **POWER RATING** 5 Aegis Defence Line Chaos Bastion 12 Firestorm Redoubt 14 1 Fortress of Redemption 24 Imperial Bastion 12 Imperial Bunker Imperial Defence Line 5 Macro-cannon Aquila Strongpoint 22 Plasma Obliterator 11 Skyshield Landing Pad 1-2 Vengeance Weapon Batteries 7 per model **Void Shield Generator** Vortex Missile Aquila Strongpoint

Sometimes, a unit's entry will have a Power Rating that is calculated 'per model'. Where this is the case, the Power Rating of the unit is simply this number multiplied by the number of models in that unit. Rarely, you will see an entry whose Power Rating is calculated as '+X per model'. In these cases, the Power Rating is equal to the minimum size, and then for each additional model above the minimum squad size included in that unit, increase that unit's Power Rating by the amount shown.

Occasionally, a unit will have two separate entries. This typically happens when a unit has the option to be equipped with particular wargear, such as jump packs or wings. Where this is the case, just be sure to use the entry that corresponds to the wargear equipped on your unit. If a unit can contain any models that have a substantially different power, these will be denoted within the entry by naming that model, which will have a '+X per model' on its line. Each time you include such a model in a unit, then its Power Rating is increased by the amount shown.