

## Goffs

### Army List

If a Goff detachment is your primary detachment your Warlord must be a Warboss or Ghazghkull Thraka.

Skarboys are troops choices in a Goff detachment, but Shoota Boys become Elites.

The following units may only be taken once each in a Goff detachment:

Deffkoptas

Flash Gits

Lootas

Warbikers

Big Gunz

Killa Kans

The following units may not be taken in a Goff detachment:

Zodgrod Wortsnagga

Wazdakka Gutsmek

### Special Rules

All units with the Morka rule replace it with the Gorka rule (except for Ghazghkull and his unit, who still get both rules).

Units with the Sneaky Gits special rule may not use it, but instead get +1 Leadership.

## Bad Moons

### Army List

The following units may not be taken in a Bad Moons detachment:

Ghazghkull Thraka

Boss Snikrot

The following units may only be taken once each in a Bad Moons detachment:

Kommandos

Nobz

Stormboys

Every character in a Bad Moons detachment who can take items from the Special Equipment list must take at least two choices.

Characters in a Bad Moons detachment who can take items from the Special Equipment list may take up to two Supply Runts each.

## Evil Sunz

### Army List

Every vehicle in an Evil Sunz detachment which can take Go-Fasta Gubbins must do so.

An Evil Sunz detachment must include at least one non-walker vehicle for each infantry and artillery unit in the detachment, except for independent characters.

The following units may not be taken in an Evil Sunz detachment:

Ghazghkull Thraka

Boss Snikrot

Zodgrod Wortsnagga

### Special Rules

Any vehicle in an Evil Sunz detachment with Go-Fasta Gubbins rolls two dice and picks the highest when determining their extra Flat Out movement.

## Snakebites

### Army List

If a Snakebites detachment is your primary detachment your Warlord must be a Warboss, a Warhead or Ol' Zoggwort.

The following units may not be taken in a Snakebites detachment:

Ghazghkull Thraka  
Wazdakka Gutsmek  
Meganobz  
Bomma  
Dakkajet  
Deffkoptas  
Stormboys

The following units may only be taken once each in a Snakebites detachment:

Ardboyz  
Burna Boys  
Flash Gits  
Tankbustas  
Lootas

A Snakebites detachment may include a maximum of one vehicle for every two infantry units.

### Special Rules

Any model in the detachment which would be equipped with a Warbike replaces it (and it's Dakkagunz) with a Grunta mount. This changes the unit type to Cavalry and they gain +1 Strength, +1 Toughness (note that they lose their toughness bonus for their bikes when they change unit type, so they end up with the same toughness they would have as bikes), +1 Wound and +1 Initiative.

Trukks and Warbuggies in a Snakebites detachment are not Fast Vehicles. However, they count as having the Extra Armour upgrade from the Warhammer 40,000 Main Rulebook.

Any model in the detachment with a Slugga may replace it with a Big Pointy Stikk. This is a close combat weapon which gives the user +1 Initiative in the first round of any close combat.

## Deathskulls

The following units may not be taken in a Deathskulls detachment:

Ghazghkull Thraka

Wazdakka Gutsmek

The following units may only be taken once each in a Deathskulls detachment:

Flash Gits

Stormboys

## Special Rules

Any unit in the detachment which would have the Gorka rule gets the Junk Grabbaz rule instead.

Any unit of Lootas in a Deathskulls detachment may swap all their 'Eavy Shootas for Heavy Bolters (which still benefit from the Kustom Dakka rules).

## Blood Axes

### Army List

The following units may not be taken in a Blood Axes detachment:

Ghazghkull Thraka

Wazdakka Gutsmek

Ol' Zogwort

The following units may only be taken once each in a Blood Axes detachment:

Warphead

Biker Nobz

Nobz

Madboyz

Meganobz

Kommandos are Troops choices in a Blood Axes detachment, but Ardboyz are Elites.

### Special Rules

Any unit of Lootas in a Blood Axes detachment may replace their Eavy Shootas with Autocannons (which do not have Kustom Dakka).

Any model with a Rokkit Launcha in a Blood Axes detachment may replace it with a Meltagun.

Any model with a Mek Blasta in a Blood Axes detachment may replace it with a Plasma Gun.