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Find your appropriate army in the document and compare it to your army list. Begin with the starting value for your army and subtract or add the bonus/penalty for every unit in the army. The final value is your composition score.

An army cannot have more than 100 in composition points (KP) and it cannot have less than 0. Any eventual excess KP is lost.

A well balanced list on 1500 points should have a KP of 50.

The exact effects of the composition are determined by each tournament organizer.

A Black Templars army starts at 105 KP.

If a model is able to be equipped with two of the same close combat weapons (two Power Fists for example), only count the penalty for the first unless otherwise noted.

## HQ

Commander

- 3 each Marshal
- 1 each Power Weapon / Lightning Claw
- 3 Power Fist / Thunder Hammer
- 3 Bike / Jump pack
- 1 Terminator Honours
- 3 Storm Shield
- 1 Artificier Armour
- 3 Adamantine Mantle

Emperors Champion

- 3 Emperors Champion
- 10 Accept any challenge, no matter the odds
- 5 Suffer not the unclean to live

Chaplain

- 2 each Chaplain
- 3 Bike / Jump pack
- 3 Power Fist / Thunder Hammer
- 1 Terminator Honours
- 1 Storm Shield (-3 if combined with Power Fist / Thunder Hammer)
- 1 Iron Halo
- 1 Artificier Armour
- 3 Adamantine Mantle
- 1 each Cenobyte Servitor (only if on foot)

Terminator Command Squad  
See Terminator Squads

Command Squad

- 5 Apothecary
- 2 Lascannon / Plasma Cannon
- 1 All other heavy weapons
- 2 Furious Charge / Infiltrate / Counter-attack
- 1 Combiweapon / Plasma gun / Meltagun / Flamer
- 1 Power Weapon
- 3 Power Fist
- 5 Chapter Banner
- 2 Fighting Company Banner / Holy Relic

-5 Helbrecht

-10 Grimaldus

## Elite

Assault Terminators

- 1 each Terminator
- 1 each Storm Shield
- 3 Furious Charge

Terminators

- 1 each Terminator
- 1 Assaultcannon
- 1 Cyclone
- 2 Tank Hunters

Sword Bretheren

- 2 Lascannon / Plasma Cannon
- 1 each of all other heavy weapons
- 2 Furious Charge / Infiltrate / Counter-attack
- 1 Plasma gun / Meltagun / Flamer
- 1 Power Weapon
- 2 Power Fist / Pair of Lightning Claws

Dreadnoughts

- 5 per Dreadnought
- 3 Drop Pod

## Troops

Crusader Squad

- 2 each Crusader Squad
- 2 Lascannon / Plasma Cannon
- 1 Power Weapon
- 2 Power Fist

## Fast Attack

Land Speeder Squadron  
-2 per squadron  
-1 each speeder  
-1 each Multi-Melta / Typhoon Missile Launcher

Attack Bike  
-2 per squadron  
-1 each Heavy Bolter  
-2 each Multi-Melta

Bike Squadron  
-1 each Plasma Gun / Meltagun / Flamer  
-1 Attack Bike  
-1 Power Weapon

Assault Squad  
-1 each Flamer  
-1 Storm Shield  
-1 each Power Weapon  
-2 each Power Fist

## Heavy Support

Vindicator  
-5 first Vindicator  
-10 each additional Vindicator

Land Raiders (all types and regardless of being a dedicated transport or not)  
-15 first Land Raider  
-20 each additional Land Raider

-6 each Predator

## Vehicles

Rhino / Razorback  
-3 each Rhino / Razorback  
-2 each Twin-linked Multi-Melta  
-1 each Twin-linked Heavy Bolter

Vehicles (each unit of vehicles counts as one vehicle, not counting Drop Pods)  
-1 each vehicle after the 4<sup>th</sup>  
-2 each vehicle after the 6<sup>th</sup>  
-3 each vehicle after the 9<sup>th</sup>

Blood Angels starts at 110 KP.

## **HQ**

Captain

- 1 each Power Weapon / Lightning Claw
- 3 Power Fist / Thunder Hammer
- 1 Storm Shield (-3 if combined with Power Fist)
- 3 Bike / Jump pack

Honour Guard

- +5 each unit of Honour Guards
- 1 each Flamer / Meltagun / Plasmagun
- 1 Power Weapon (including Tech-Adept and Company Champion) / Lightning Claw (each)
- 3 Power Fist / Thunder Hammer
- 5 Exsanguinator

Chaplain

- 2 each Chaplain
- 3 Jump pack

-8 Lemartes

Librarian

- 2 each Librarian
- 3 Bike

-10 Lord Commander Dante

-15 Mephiston

-10 Corbulo

## **Elite**

Terminators

- 1 each Terminator
- 1 each Storm Shield
- 1 Assaultcannon / Cyclone

Dreadnoughts

- 5 per Dreadnought
- +2 first Furioso without a Drop Pod
- 3 Drop Pod

Veteran Assault Marines

- 1 each Power Weapon / Lightning Claw (each)
- 3 each Power Fist / Thunder Hammer
- 1 each Storm Shield

Death Company

- 1 each Infantry Death Company member (in total) after the second
- 2 each Jump Infantry Death Company member (in total) after the second
- +3 if army does not contain a Chaplain, Chaplain Lemartes or Brother Corbulo

Scout Squad

- 2 Power Fist
- 1 Power Weapon

## **Troops**

Tactical Squad

- 2 each Tactical Squad
- 2 Lascannon
- 1 Power Weapon
- 3 Power Fist
- 3 Drop Pod

Assault Marines

- 3 each unit of Assault Marines (-2 if the unit has removed it's Jump Packs)
- 1 Power Weapon
- 3 Power Fist

## **Fast Attack**

Land Speeder Squadron

- 2 per squadron
- 1 each speeder
- 1 each Multi-Melta / Typhoon Missile Launcher

Attack Bike

- 2 per squadron
- 1 each Heavy Bolter
- 2 each Multi-Melta

Bike Squadron

- 1 each Plasma Gun / Meltagun / Flamer
- 1 Attack Bike
- 1 Power Weapon
- 3 Power Fist

## **Heavy Support**

Devastator squad

- 2 each Lascannon / Plasma Cannon
- 1 each of all other heavy weapons

Vindicator

- 5 first Vindicator
- 10 each additional Vindicator

Land Raiders (all types and regardless of being a dedicated transport or not)

-15 first Land Raider

-20 each additional Land Raider

Predator / Baal Predator / Whirlwind

-6 each Predator / Baal Predator /

Whirlwind

### **Vehicles**

Rhino / Razorback

-3 each Rhino / Razorback

-2 each Twin-linked Multi-Melta

-1 each Twin-linked Heavy Bolter

Vehicles (each unit of vehicles counts as one vehicle, not counting Drop Pods)

-1 each vehicle after the 4<sup>th</sup>

-2 each vehicle after the 6<sup>th</sup>

-3 each vehicle after the 9<sup>th</sup>

Chaos Daemons start at 105 KP.

## HQ

-10 Bloodthirster

-5 Great Unclean One

-8 Lord of Change

Keeper of Secrets

-4 each Keeper of Secrets

-5 each Pavane of Slaanesh

Heralds

-1 each Herald

-2 Chariot of Tzeentch

-2 Chariot of Slaanesh

-1 Bolt of Tzeentch

-1 Juggernaut

-1 Herald of Khorne

-1 Herald of Tzeentch

-5 Pavane of Slaanesh

-7 Skarbrand

-5 Ku'gath

-15 Fateweaver

-10 Bluescribes

-5 Skulltaker

-5 The Masque

-5 Epidemius

## Elites

Bloodcrushers

-2 each of the first 3 Bloodcrushers in the first 2 units

-3 each of the additional 6 Bloodcrushers

-4 each additional Bloodcrusher

-2 Icon

Beasts of Nurgle

-2 each Beast of Nurgle

Flamers of Tzeentch

-5 each unit of Flamers

Fiends of Slaanesh

-2 each Fiend of Slaanesh

-2 Icon

## Troops

Bloodletters

-2 each unit of Bloodletters

-2 Icon

Plaguebearers

-5 first unit of Plaguebearers

-3 each additional unit

-2 Icon

Horrors

-3 each unit of Horrors

-3 Changeling

-2 Icon

Daemonettes

-2 each unit of Daemonettes

-1 Icon

## Fast Attack

Flesh Hounds

-2 each unit of Flesh Hounds

Seekers

-2 each unit of Seekers

Screamers

-1 each unit of Screamers

## Heavy Support

Daemon Prince

-3 first Daemon Prince

-5 each additional Daemon Prince

-5 Pavane of Slaanesh

-4 Wings

-1 Iron Hide / Bolt of Tzeentch / Mark of Khorne / Mark of Tzeentch / Mark of Nurgle / Breath of Chaos

Soulgrinder

-5 first Soulgrinder

-10 each additional Soulgrinder

Chaos Space Marines start at 105 KP.

## HQ

Daemon Prince

-2 each Daemon Prince

-5 Wings

-25 Lash of Submission

-2 Wind of Chaos

-3 Warptime

-1 Mark of Khorne

-2 Mark of Nurgle

Sorcerer

-1 each Sorcerer

-2 Warptime / Bolt of Change / Wind of Chaos

-25 Lash of Submission

-2 Jump Pack / Disc of Tzeentch

-3 Bike / Wings / Steed of Slaanesh

Chaos Lord

-1 Power Weapon / Lightning Claw (each)

-2 Daemon Weapon (Slaanesh, Khorne or Tzeentch)

-3 Daemon Weapon (Undivided or Nurgle) / Power Fist / Chainfist

-2 Jump Pack / Disc of Tzeentch

-3 Bike / Wings / Steed of Slaanesh

-1 Mark of Khorne

Greater Daemon

-5 each Greater Daemon

-15 Abaddon the Despoiler

-10 Typhus

-10 Ahriman

-4 Huron Blackheart

-7 Khârn

## Elites

Possessed

+5 first unit of Possessed

Dreadnought

-5 each Dreadnought

+2 first Dreadnought without 2

Dreadnought Close Combat Weapons

Terminators

-3 each unit of Terminators (-5 if unit numbers more than 5 models)

-1 each Heavy Flamer / Reaper

Autocannon / Combiweapon / Power Fist / Chainfist / Pair of Lightning Claws after the third

-2 Icon of Khorne

Chosen

-2 Lascannon

-1 each of all other Heavy Weapons

-1 each Plasma Gun / Meltagun / Flamer

-1 Power Weapon / Lightning Claw

(each)

-3 Powerfist

-2 Rhino (in addition to other penalties for Rhinos)

## Troops

Chaos Space Marines

-2 each unit of Chaos Space Marines

-1 Lascannon

-1 Power Weapon

-3 Powerfist

-1 Icon of Khorne

Lesser Daemons

-2 each unit of Lesser Daemons

Khorne Berzerkers

-3 each unit of Berzerkers

-1 Power Weapon

-4 Powerfist

Plague Marines

-6 each unit of Plague Marines

-1 each Plasma Gun / Meltagun / Flamer

-1 Power Weapon

-3 Powerfist

Noise Marines

-1 per unit

-1 Blastmaster

-2 Doomsiren

-1 Power Weapon

-3 Powerfist

Thousand Sons

-3 each unit of Thousand Sons

-1 Warptime / Wind of Chaos / Bolt of Change

### **Fast attack**

Spawn  
+5 2nd Spawn

#### Chaos Bikers

-1 each Plasma Gun / Meltagun / Flamer  
-1 Power Weapon  
-3 Powerfist  
-2 Icon of Nurgle

#### Raptors

+1 each unit of Raptors  
-1 each Plasma Gun / Meltagun / Flamer  
-1 Power Weapon  
-2 Pair of Lightning Claws  
-3 Powerfist  
-1 Icon of Khorne

### **Heavy Support**

Land Raiders (regardless of being a dedicated transport or not)  
-13 first Land Raider  
-18 each additional Land Raider  
-1 Dozer blade

#### Defiler

-5 each Defiler  
-1 each additional Close Combat Arm

#### Vindicator

-5 first Vindicator  
-10 each additional Vindicator

#### Obliterators

-5 each of the first three Obliterator  
-10 each additional Obliterator

#### Havocs

+1 each unit of Havocs  
-2 each Lascannon  
-1 each other Heavy Weapon  
-1 each Flamer / Meltagun / Plasmagun  
after the second  
-1 Power Weapon  
-3 Powerfist  
-1 Icon of Khorne

#### Predator

-6 each Predator

### **Vehicles**

#### Rhino

-3 each Rhino

#### Vehicles

-1 each vehicle after the 4<sup>th</sup>  
-2 each vehicle after the 6<sup>th</sup>  
-3 each vehicle after the 9<sup>th</sup>

A Daemonhunter army starts at 115 KP.

Allied and inducted units use the composition entry for their respective Codex, except when calculating penalties for Vehicles.

## HQ

Grey Knight Hero  
-2 each Brother Captian  
-3 each Grand Master  
-3 Storm Shield  
-1 Psycannon / Incinerator

Grey Knight Hero's Retinue  
Same as Grey Knight Terminators

Inquisitor Lord  
+2 each Inquisitor Lord  
-2 Thunderhammer / Daemon Hammer  
-3 Emperors Tarot  
-1 Storm Shield  
-1 Combiweapon  
-2 Psycannon / Incinerator

Inquisitor's Retinue (HQ or Elite)  
-1 each Plasmagun / Meltagun / Flamer /  
Multi-melta / Heavy Bolter /  
Plasmacannon  
-1 each Sage / Combat Servitor  
  
-4 Brother Captain Stern

## Elites

Grey Knight Terminators  
-1 each Terminator  
-1 each Storm Shield  
-1 each Psycannon / Incinerator

Death Cult Assassins  
+2 each Death Cult Assassin after the first

Inquisitor  
+1 each Inquisitor  
-2 Holy Relic  
-1 Null Rod  
-2 Psycannon / Incinerator  
-3 Emperors Tarot  
-1 Combiweapon

-3 Vindicare Temple Assassin

-5 Eversor Temple Assassin

-10 Callidus Temple Assassin

## Troops

Grey Knights  
-2 each unit of Grey Knights  
-1 each Psycannon / Incinerator

Storm Troopers  
-1 each unit of Storm Troopers  
-1 second Plasma Gun / Meltagun /  
Flamer

## Fast Attack

Grey Knights Teleport Attack  
+5 each unit of Grey Knights  
-1 each Psycannon / Incinerator

## Heavy Support

Grey Knights Purgation Squad  
+1 each Grey Knights Purgationist model  
-1 each Psycannon / Incinerator

Orbital Strike  
-1 Lance Strike

Land Raiders (all types and regardless of being a dedicated transport or not)  
-15 first Land Raider  
-20 each additional Land Raider

Grey Knights Dreadnoughts  
-5 each Dreadnought

## Vehicles

Rhino / Razorback / Chimera  
-3 each Rhino / Razorback / Chimera  
-2 each twin-linked Multi-Melta  
-1 each twin-linked Heavy Bolter

-6 each Valkyrie

Vehicles (each unit of vehicles counts as one vehicle, not counting Drop Pods)  
-1 each vehicle after the 4<sup>th</sup>  
-2 each vehicle after the 6<sup>th</sup>  
-3 each vehicle after the 9<sup>th</sup>

A Dark Angels army starts at 110 KP.

## HQ

Company Master

- 1 Power Weapon
- 2 Pair of Lightning Claws
- 3 Power Fist / Thunder Hammer
- 3 Jump pack

Command Squad

- 5 Apothecary
- 1 each Power Weapon
- 3 each Power Fist
- 1 each Plasma gun / Meltagun / Flamer
- 2 Dark Angels Chapter Banner
- 3 Drop Pod

Interrogator-Chaplain

- 3 each Interrogator-Chaplain
- 3 Bike / Jump pack
- 2 Power Fist

Chaplain

- 2 each Chaplain
- 3 Bike / Jump pack

Librarian

- 2 each Librarian
- 3 Bike / Jump pack

-10 Azrael

-5 Ezekiel

Belial

- 2 Belial
- 2 Pair of Lightning Claws
- 5 Thunder Hammer & Storm Shield

Sammael

- 10 on Jetbike
- 15 on Land Speeder

## Elite

Deathwing Terminators (Elites or Troops)

- 5 each unit of Terminators (-3 each unit after the third)
- 2 first unit taken as Troops
- 1 each Storm Shield
- 1 Assaultcannon / Cyclone Missile Launcher
- 2 Deathwing Company Standard
- 5 Apothecary

Dreadnoughts

- 5 per Dreadnought
- 3 Drop Pod

Company Veteran Squad

- 2 each Lascannon
- 1 each of all other heavy weapons
- 1 each Combiweapon / Plasma Gun / Meltagun / Flamer
- 1 each Storm Shield
- 1 each Power Weapon / Lightning Claw
- 3 each Power Fist / Thunder Hammer
- 3 Drop Pod

Scout Squad

- 2 Power Fist
- 1 Power Weapon

## Troops

Tactical Squad

- 2 each Tactical Squad
- 2 Lascannon
- 1 Plasma Cannon
- 1 Power Weapon
- 3 Power Fist
- 3 Drop Pod

## Fast Attack

Ravenwing Support Squadron

- 2 per squadron
- 1 each Heavy Bolter / Assault Cannon
- 2 each Multi-Melta / Typhoon Missile Launcher

Ravenwing Attack Squadron

- 3 If taken as Troops (due to Sammael)
- 2 first unit if the army contains Terminators
- 1 each Plasma Gun / Meltagun / Flamer
- 1 Attack Bike
- 1 Power Weapon
- 3 Power Fist
- 2 Ravenwing Company Standard
- 1 Land Speeder
- 5 Apothecary

Assault Marines  
-1 Power Weapon  
-3 Power Fist

### **Heavy Support**

Devastator squad  
-2 each Lascannon  
-1 each of all other heavy weapons

Vindicator  
-5 first Vindicator  
-10 each additional Vindicator

Land Raiders (all types and regardless of  
being a dedicated transport or not)  
-15 first Land Raider  
-20 each additional Land Raider

Whirlwind / Predator  
-6 each Whirlwind / Predator

### **Vehicles**

Rhino / Razorback  
-3 each Rhino / Razorback  
-2 each Twin-linked Multi-Melta  
-1 each Twin-linked Heavy Bolter

Vehicles (each unit of vehicles counts as  
one vehicle, not counting Drop Pods)  
-1 each vehicle after the 4<sup>th</sup>  
-2 each vehicle after the 6<sup>th</sup>  
-3 each vehicle after the 9<sup>th</sup>

A Dark Eldar army starts at 120 KP.

## HQ

Dark Eldar Lord / Dark Eldar Wych Lord

- 1 Power Weapon
- 3 Agoniser / Punisher
- 5 Combat Drugs
- 3 Reaver Jetbike
- 3 Xenospasm / Terrorfex
- 5 Shadow Field

Haemonculus

- 3 Reaver Jetbike
- 3 Xenospasm / Terrorfex
- 1 Destructor / Stinger / Scissorhand

-5 Lelith Hesperax

-15 Asdrubael Vect

Retinue

- 3 if the Retinue contains of at least 5

Incubi

- 1 Splinter Cannon
- 3 Xenospasm / Terrorfex

Wych Retinue

Same as Wyches

## Elites

Mandrakes

- 2 each unit of Mandrakes

Wyches (Elites of Troops)

- 1 Power Weapon
- 2 Agoniser
- 3 Xenospasm / Terrorfex

Warp Beasts

- 2 each unit of Warp Beasts

## Troops

Warrior Squad / Raider Squad (Troops or Elites)

- 2 each Dark Lance
- 1 each Splinter Cannon / Shredder / Blaster
- 1 Power Weapon
- 2 Agoniser
- 3 Xenospasm / Terrorfex

## Fast Attck

Reaver Jetbike Squad

- 1 Shredder / Blaster
- 1 Power Weapon
- 2 Agoniser
- 3 Xenospasm / Terrorfex

Hellions

- +5 first unit of Hellions (if squad number 5 or more)
- 1 Shredder / Blaster
- 1 Power Weapon
- 2 Agoniser
- 3 Xenospasm / Terrorfex

## Heavy Support

Talos

- 5 each Talos

Scourges

- +1 each Scourges model

Ravager

- 5 each Ravager
- 2 Horrorfex
- 1 Night Field

## Transports

Raider

- 3 each of the first and second Raider
- 5 each additional Raider
- 2 each Horrorfex
- 1 each Trophy Racks

Eldar starts at 100 KP.

## HQ

Avatar of Khaine  
-10 Avatar of Khaine (-15 if army contains Fortune)

Eldrad Ulthan  
-25 Eldrad Ulthan

-8 Prince Yriel

-5 Asurmen

-5 Jain Zar

-5 Karandras

-5 Maugan Ra

-5 Fuegan

Farseer  
-1 each Farseer  
-1 Runes of Warding  
-5 Doom  
-5 Fortune  
-3 Jetbike

Autarch  
-3 Jetbike  
-1 Mandiblasters  
-1 Power Weapon  
-3 Laser Lance

Seer Council / Warlock unit  
-1 each Infantry Seer Council member (-2 if army contains Fortune)  
-2 each Jetbike mounted Seer Council member (-5 if army contains Fortune)  
-3 if unit contains Enhance  
-3 if unit contains Embolden

## Elites

Harlequin Troupe  
-3 each unit of Harlequins  
-5 each Shadowseer  
-0,5 each Harlequins Kiss  
-2 Power Weapon

Striking Scorpions  
-2 each unit of Striking Scorpions  
-2 Scorpions Claw

Fire Dragons  
-3 each unit of Fire Dragons

Howling Banshees  
-3 each unit of Howling Banshees  
-2 Executioner / Mirror Swords

## Troops

Guardians  
-3 Bright Lance  
-2 Eldar Missile Launcher / Scatter Laser / Starcannon  
-1 Shuriken Cannon / Destructor

Storm Guardians  
-1 each unit of Storm Guardians  
-1 each Flamer / Fusiongun / Destructor after the first

Guardian Jetbikes  
-2 each unit of Guardian Jetbikes  
-1 Shuriken Cannon / Desctructor

Rangers  
-1 each unit of Rangers  
-3 each unit of Pathfinder

Wraithguards  
-5 each unit of Wraithguard taken as a Troop choice  
-2 Conceal

Dire Avengers  
-2 each unit of Dire Avengers  
-1 Power Weapon and Shimmershield  
-2 Bladestorm  
-1 Defend

## Fast Attack

Swooping Hawks  
+1 each Swooping Hawk in the first unit  
-5 Skyleap (including Baharroth)

Shining Spears  
+1 each Shining Spear model in the first unit

Warp Spiders  
-3 each unit of Warp Spiders  
-2 Withdraw

Vyper Squadron  
-1 each Vyper

### **Heavy Support**

War Walker Squadron  
-1 each War Walker squadron  
-1 each Bright Lance / Eldar Missile  
Launcher / Scatter Laser  
-0,5 each Starcannon / Shuriken Cannon

Falcon / Fire Prism  
-8 each Falcon / Fire Prism (-7 first Fire  
Prism)  
-7 each Holo-field

Wraithlord  
-5 each Wraithlord  
-1 Brightlance

Support Weapon Battery  
-3 each D-Cannon Battery  
-1 each Shadow Weaver Battery

Dark Reapers  
-2 each unit of Dark Reapers  
-1 Crack Shot

### **Vehicles**

Wave Serpents  
-5 each Wave Serpent  
-1 each Bright Lance / Eldar Missile  
Launcher / Scatter Laser  
-0,5 each Starcannon / Shuriken Cannon

Vehicles (units of vehicle count as one  
vehicle, vipers does not count at all)  
-2 the 3rd vehicle  
-3 each additional vehicle

An Imperial Guard army starts at 110 KP

## HQ

Company Command Squad  
-2 each Company Command Squad  
-2 Lascannon  
-1 all other Heavy Weapons (not including Sniper Rifle)  
-1 each Flamer / Plasma Gun / Meltagun / Heavy Flamer after the first  
-2 Medi-pack  
-5 Regimental Standard  
-4 Astropath  
-5 Master of Ordnance  
-5 Officer of the Fleet  
-1 each Power Fist  
-1 Camo cloaks  
-5 Krell

Lord Commissar  
-4 each Lord Commissar  
-1 Power Fist

Primaris Psyker  
-2 each Primaris Psyker

Ministorum Priest  
-1 Eviscerator

-7 Creed

-5 Straken

-10 Commissar Yarrick

## Elites

Ogryn Squad  
-5 each unit of Ogryns

Psyker Battle Squad  
-5 each Sanctioned Psyker model (-2 if no Chimeras are present in the army)

Storm Troopers  
-1 each unit of Storm Troopers  
-1 each Flamer / Plasma Gun / Meltagun after the first

-1 Guardsman Marbo

Ratling Squad  
-2 each Ratling Squad

Quad Launcher  
-2 each Quad Launcher

Heavy Mortar  
-4 each of the first three Heavy Mortars  
-8 each additional Heavy Mortar

## Troops

Platoon Command Squad  
-1 each Platoon Command Squad  
-2 each Lascannon  
-1 each other Heavy Weapon (not including Sniper Rifle)  
-1 each Flamer / Plasma Gun / Meltagun / Heavy Flamer after the first  
-1 each Power Fist  
-6 Commander Chenkov

Captain Al'Rahem  
-4 Captain Al'Rahem  
-2 each Chimera in Al'Rahem's Infantry Platoon (in addition to the Chimera Dedicated Transport penalty)

Infantry Squad  
-1 each Infantry Squad  
-2 each Lascannon  
-1 each other Heavy Weapon (not including Sniper Rifle)  
-2 each Commissar

Heavy Weapons Squad  
-2 each Heavy Weapon squad

Special Weapons Squad  
-1 each Special Weapon Squad  
-1 each Flamer / Plasma Gun / Meltagun after the first  
-2 each Demolition Charge

Conscripts  
-1 each unit of Conscripts  
-1 each 'Send in the Next Wave'

Veteran Squad  
-1 each Veteran Squad  
-2 each Lascannon  
-1 each other Heavy Weapon (not including Sniper Rifle)

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Penal Legion Squad  
-2 each Penal Legion Squad

### **Fast Attack**

Scout / Armoured Sentinel Squadron  
-1 each Sentinel  
-1 each Lascannon / Plasmacannon

Rough Rider Squad  
-4 each Rough Rider Squad

Hellhound Squadron  
-1 each Hellhound Squadron  
-3 each Hellhound / Bane Wolf / Devil Dog

Valkyrie Assault Carrier Squadron  
-3 each Valkyrie Assault Carrier Squadron  
-3 each Valkyrie in the squadron

Vendetta Gunship Squadron  
-4 each Vendetta Gunship Squadron  
-4 each Vendetta in the squadron

Cyclops  
-2 each Cyclops

### **Heavy Support**

Leman Russ Squadron  
-3 each Leman Russ Squadron (*this applies even when buying a single Leman Russ in a Daemonhunter or Witchhunter army*)

-5 each Battle Tank / Vanquisher / Demolisher / Punisher / Executioner / Exterminator  
-1 each pair of Plasma Cannon sponsons  
-2 each Eradicator  
-2 Knight Commander Pask

Thunderer and other Heavy Support tanks from Imperial Armour  
-7 each of the tanks

Hydra Flak Tank Battery  
-2 each Hydra Flak Tank Battery  
-3 each Hydra

Ordnance Battery  
-2 each Ordnance Battery  
-3 each Basilisk / Medusa / Colossus  
-2 each Griffon  
-1 each Bastion-breacher Shells

Manticore Rocket Launcher  
-9 each Manticore

Deathstrike Missile Launcher  
-2 each Deathstrike

### **Vehicles**

Chimeras  
-4 each Chimera

Vehicles (each unit of vehicles counts as one vehicle)

-1 each vehicle after the 4<sup>th</sup>  
-2 each vehicle after the 6<sup>th</sup>  
-3 each vehicle after the 9<sup>th</sup>

A Necron army begins at 115 KP.

## **HQ**

-30 Nightbringer  
-25 The Deciever

Necron Lord

-5 Destroyer Body  
-10 Ressurrection Orb  
-10 Veil of Darkness

## **Elites**

Pariahs  
+1 each Pariah

Immortals  
-1 each Immortal

## **Troops**

-1 each unit of Necrons Warriors

## **Fast Attack**

Destroyers

-2 each Destroyer  
-5 second unit of Destroyers  
-10 thrid unit of Destroyers

Scarabs

-1 each Scarab base after the third in a unit

## **Heavy Support**

Heavy Destroyers

-3 each Heavy Destroyer  
-5 second unit of Heavy Destroyers  
-10 thrid unit of Heavy Destroyers

Monolith

-20 Each Monolith

Tomb Spyder

-3 each of the first to third Tomb Spyder  
-5 each additional Tomb Spyder

An Ork army starts at 105 KP.

## HQ

-16 Ghazghkull Thraka

-11 Wazdakka Gutsmek

Warboss

-7 Bike

-4 Power Klaw (including Mega Armour)

-1 Bosspole

-1 Attack squig

-2 Cybork Body

Big Mek

-5 Kustom Force Field (additionally -2 for each vehicle / walker in the army, up to a maximum of -15 in total)

-2 Shokk attack gun

-1 Bosspole

Weirdboy

+2 each Wierdboy (-4 if Warphead)

## Elite

Lootas

-1 each Loota model

Tankbustas

+1 each Tankbusta model after the fifth

-3 Powerklaw

-1 Bosspole

Burna boyz

-3 each unit of Burna boyz

Nobz

-3 each unit taken as Troops

-5 each Painboy (-10 if on bike)

-3 each of the first and second Power

Claw

-2 each additional Power Claw

-4 each of the first five Nob Biker

-7 each additional Nob Biker

-3 Waaagh! Banner

-1 first Bosspole

Meganobz

-3 each unit taken as Troops

-1 each of the fourth and fifth Meganob

-2 each of the sixth and seventh

Meganob

-3 each Meganob above seven

-1 first of each Kombiweapon

-1 each Meganob model in a unit that is able to embark in a transport (only count this penalty once for each unit of

Meganobs 'with' an transport)

-2 if an Independent Character with

bosspole is present in the army

Kommandos

-3 Powerklaw

-1 Bosspole

-10 Boss Snikrot (-13 if squad numbers 10 models or more)

## Troops

Ork boyz

-2 each unit of Ork Boyz

-1 if unit numbers 15-19 boyz (Ardboyz only get this penalty if the army contains at least one transport they can fit in)

-2 if unit numbers 20-25 boyz (Ardboyz only get this penalty if the army contains at least one transport they can fit in)

-3 if unit numbers 26-30 boyz (Ardboyz only get this penalty if the army contains at least one transport they can fit in)

-3 Powerklaw

-1 Bosspole

-5 two units of 26 or more boyz (not counting Ardboyz)

-5 three units of 24 or more boyz

-10 four units of 22 or more boyz

-15 five units of 20 or more boyz

-20 six units of 18 or more boyz

Gretchins

-2 each unit of Gretchin

+1 each Slaver after the first

## Fast Attack

Stormboyz

-2 each unit of Stormboyz (-4 if squad numbers 15 models or more)

-3 Powerklaw

-1 Bosspole

-5 Boss Zagstruk

Warbuggies  
-2 per squadron  
-1 each Rokkit Launcha

Warbikers  
-3 Powerklaw  
-1 Bosspole  
-3 if taken as Troops

Deffkoptas  
-2 each unit of Deffkoptas  
-1 each Buzzsaw

### **Heavy Support**

Battlewagon  
-10 first Battlewagon  
-15 each additional Battlewagon  
+5 first 'ard case  
-6 Deff rolla  
-3 Boarding plank  
-1 each Grot Riggers / Reinforced ram

Deff dread  
-1 each Deff dread  
-1 each Dreadnought Close Combat  
Weapon (in total)

Killa kans  
-4 each Killa kan  
-1 each Grotzooka

Big Gunz Battery  
-2 each Big Gun Battery

Looted Wagon  
-1 Boomgun  
-2 Boarding plank

Flash Gitz  
+1 each Flash Git model  
-4 Painboy  
+3 Kaptin Badrukk

### **Vehicles**

Trukks  
-4 each Trukk  
-1 each Reinforced ram

Vehicles (each unit of vehicles counts as  
one vehicle)  
-1 each vehicle after the 4<sup>th</sup>  
-2 each vehicle after the 6<sup>th</sup>  
-3 each vehicle after the 9<sup>th</sup>

A Space Marine army starts at 105 KP.

## HQ

Chapter Master

- 2 each Chapter Master
- 1 each Power Weapon / Lightning Claw
- 3 Power Fist / Thunder Hammer / Relic Blade / Chainfist (-5 if combined with Storm Shield)
- 1 Storm Shield
- 3 Bike / Jump pack

Honour Guard

- +5 each Honour Guard unit

Captain

- 1 each Power Weapon / Lightning Claw
- 3 Power Fist / Thunder Hammer / Relic Blade / Chainfist (-5 if combined with Storm Shield)
- 1 Storm Shield
- 3 Bike / Jump pack

Command Squad

- 10 each Command Squad on Bikes
- 1 each Combiweapon / Plasma Gun / Meltagun / Flamer after the second
- 1 each Storm Shield
- 1 each Power Weapon / Lightning Claw
- 3 each Power Fist / Thunder Hammer / Relic Blade

Chaplain

- 2 each Chaplain
- 3 Bike / Jump pack

Librarian

- 2 each Librarian
- 4 Gate of Infinity
- 2 Null Zone
- 3 Bike / Jump pack
- 1 Storm Shield

Master of the Forge

- 2 Conversion Beamer
- 2 Bike

-5 Sicarius

-5 Cassius

-10 Khan

-13 Shrike

-6 Tigarius

-15 Lysander

-11 Kantor

Vulkan

- 8 Vulkan
- 0,5 for each weapon (other than his own, including Combiweapons) Vulkan makes master-crafted or twin-linked

-15 Calgar

-3 Damocles Command Rhino

## Elite

Assault Terminators

- 1 each Terminator
- 1 each Storm Shield
- 1 each unit of 10 Terminators

Terminators

- 1 each Terminator
- 1 each unit of 10 Terminators
- 1 Assaultcannon
- 1 Cyclone

Dreadnoughts (Elite or Heavy Support)

- 5 per Dreadnought
- 3 Drop Pod

Sternguards

- 1 each unit of Sternguards
- 1 each scoring unit of Sternguards (-2 if the unit numbers 10 models)
- 2 each Lascannon
- 1 each of all other Heavy Weapons
- 1 each Combiweapon / Plasma Gun / Meltagun after the second
- 3 Power Fist
- 3 Drop Pod

Legion of the Damned

- +1 each Legionnaire

## Troops

### Tactical Squad

- 1 each Tactical Squad (-2 if numbering 10 models)
- 2 Lascannon
- 1 Plasma cannon
- 1 Combiweapon
- 1 Power Weapon
- 3 Power Fist
- 3 Drop Pod

### Scout Squad

- 1 each Scout Squad
- 1 Cammo Cloaks
- 2 Power Fist
- 1 each Scout Squad that is able to embark in a Land Speeder Storm (only count this penalty once for each unit of Scouts 'with' an Land Speeder Storm)

## Fast Attack

### Land Speeder Storm

- 1 each Land Speeder Storm

### Land Speeder Squadron

- 2 per squadron
- 1 each speeder
- 1 each Multi-Melta / Typhoon Missile Launcher

### Attack Bike

- 2 per squadron
- 1 each Heavy Bolter
- 2 each Multi-Melta

### Bike Squadron

- 3 If taken as Troops (due to captain on bike)
- 1 Combiweapon / Plasma Gun / Meltagun / Flamer
- 1 Attack Bike
- 1 Power Weapon
- 3 Power Fist

### Scout Bike Squadron

- 1 Power Weapon
- 3 Power Fist
- 2 Cluster Mines
- 2 Locator Beacon

### Assault Marines

- 1 Flamer
- 1 Power Weapon / Lightning Claw (each)
- 3 Power Fist / Thunder Hammer

### Vanguards

- +1 each Vanguard model with a Jump Pack
- 1 Power Weapon / Lightning Claw (each) / Relic Blade
- 3 Power Fist / Thunder Hammer
- 1 each Storm Shield

## Heavy Support

### Devastator squad

- 2 each Lascannon
- 1 each of all other heavy weapons

### Whirlwind / Predator

- 6 each Whirlwind / Predator

### Vindicator

- 5 first Vindicator
- 10 each additional Vindicator

### Land Raiders (all types and regardless of being a dedicated transport or not)

- 15 first Land Raider
- 20 each additional Land Raider
- +5 first Redeemer

### Thunderfire Cannon

- 3 per Thunderfire Cannon

## Vehicles

### Rhino / Razorback

- 3 each Rhino / Razorback
- 2 each Twin-linked Multi-Melta
- 1 each Twin-linked Heavy Bolter

### Vehicles (each unit of vehicles counts as one vehicle, not including Drop Pods)

- 1 each vehicle after the 4<sup>th</sup>
- 2 each vehicle after the 6<sup>th</sup>
- 3 each vehicle after the 9<sup>th</sup>

A Space Wolves army starts at 100 KP.

## HQ

-10 Bjorn the Fell Handed

-5 Ulrik the Slayer

-25 Njal Stormcaller

-12 Canis Wolfborn

-12 Ragnar Blackmane

-8 Logan Grimnar

Wolf Lord

-1 Power Weapon / Wolf Claw (each)

-2 Frost Blade / Frost Axe

-3 Power Fist / Thunder Hammer /  
Chainfist

-3 Storm Shield

-3 Bike / Jump pack

-5 Thunderwolf Mount

-3 Saga of the Bear

-5 Saga of the Warrior Born

Rune Priest

-3 each Rune Priest

-1 Chooser of the Slain

-1 Living Lightning

-4 Storm Caller

-5 Tempest's Wrath

-2 Murderous Hurricane

-25 Jaws of the World Wolf

Wolf Priest

-2 each Wolf Priest

-3 Bike / Jump pack

-2 Saga of the Warrior Born

Wolf Guard Battle Leader

-1 Power Weapon / Wolf Claw (each)

-2 Frost Blade / Frost Axe

-3 Power Fist / Thunder Hammer /  
Chainfist

-2 Storm Shield

-3 Bike / Jump pack

-5 Thunderwolf Mount

-4 Saga of the Warrior Born

## Elites

Wolf Guards (as separate unit, attached characters has their composition in respective unit entry)

-2 each unit chosen as Troops

-1 each Combiweapon (-0 first three on models in Terminator Armour)

-1 each Power Weapon / Wolf Claw (single or pair) / Frost Blade / Frost Axe (-0 if model has Terminator Armour)

-3 each Power Fist / Thunder Hammer / Chainfist (-0 if model has Terminator Armour)

-1 each Storm Shield

-1 each model on Bike / in Terminator Armour

-1 each Cyclone Missile Launcher / Assault Cannon

-2 Arjak Rockfist

-3 Drop Pod

Dreadnought

-5 each Dreadnought

-1 Wolftooth Necklace

-3 Drop Pod

Venerable Dreadnought

-5 each Venerable Dreadnought

-3 Drop Pod

Iron Priest

-1 each Iron Priest

Wolf Scouts Pack

-4 each Wolf Scouts Pack (-6 if one or more Characters with Saga of the Hunter is present in the army)

-1 Meltagun

-1 unit has Meltabombs

-1 each Combiweapon

-1 each Power Weapon (on Wolf Guard) / Wolf Claw (single or pair) / Frost Blade / Frost Axe

-3 each Power Fist / Thunder Hammer

Lone Wolf

-1 Power Weapon / Wolf Claw (each)

-2 Frost Blade / Frost Axe

-3 Power Fist / Thunder Hammer / Chainfist

-2 Storm Shield

-1 Terminator Armour

## Troops

### Grey Hunters

- 2 each Grey Hunter Pack
- 1 each Power Weapon / Wolf Claw (single or pair) / Frost Blade / Frost Axe
- 1 each Power Fist / Thunder Hammer / Chainfist (-3 if on Wolf Guard)
- 1 Wolf Standard
- 1 each Combiweapon
- 1 each Assault Cannon / Cyclone Missile Launcher
- 3 Drop Pod

### Blood Claws

- 2 each Blood Claw Pack
- 1 each Power Weapon / Wolf Claw (single or pair) / Frost Blade / Frost Axe
- 1 each Power Fist / Thunder Hammer / Chainfist (-3 if on Wolf Guard)
- 1 each Combiweapon
- 1 each Assault Cannon / Cyclone Missile Launcher
- 4 Lukas the Trickster

## Fast Attack

### Thunderwolf Cavalry

- 1 each Thunderwolf Cavalry model
- 2 each Storm Shield
- 1 each Frost Blade / Frost Axe / Wolf Claw
- 3 each Power Fist / Thunder Hammer

### Fenrisian Wolf Pack (Fast Attack or Troops)

- 1 each Fenrisian Wolf Pack (-2 if Saga of the Wulfkin is present in the army)

### Swiftclaw Biker Pack

- 1 Multi-Melta
- 1 each Power Weapon / Wolf Claw (single or pair) / Frost Blade / Frost Axe
- 2 each Power Fist / Thunder Hammer (-3 if on Wolf Guard)
- 1 each Combiweapon

### Skyclaw Assault Pack

- 1 Power Weapon
- 2 Power Fist

### Land Speeder Squadron

- 2 each Squadron
- 1 each Land Speeder in the Squadron
- 1 each Multi-Melta / Typhoon Missile Launcher

## Heavy Support

### Long Fangs

- 2 first unit of Long Fangs
- 3 second unit of Long Fangs
- 4 third unit of Long Fangs
- 1 each heavy weapon (including those from Wolf Guards)

### Whirlwind / Predator

- 6ti

A Tau army begins at 110 KP.

## HQ

Commander

-3 each commander (-4 if equipped with Missile Pod, Plasma Rifle and/or Smart Missile System)

-3 Positional Relay

-1 each Iridium Armour, Stimulant Injectors

Commander Bodyguard

See Crisis Suit Entry

Ethereal

-2 each Ethereal

Shadowsun

-5 Shadowsun (-8 if combined with an Ethereal)

-6 O'shova

## Elites

Crisis Suitss

-1 each Crisis Suit (-2 if equipped with Missile Pod and/or Plasma Rifle)

-1 first unit of Crisis Suits

-2 second unit of Crisis Suit

-3 each additional unit of Crisis Suit

-3 Positional Relay

-1 each Iridium Armour, Stimulant Injectors

Stealth suits

-1 each Stealth Suit

## Troops

Fire Warriors

-1 each unit of Fire Warriors

Kroot

-2 first two unit of Kroots

+1 each Kroot Ox

Fast attack

Gun Drones

-1 each unit of Gun Drones

Vespid Stingwings

+4 for each unit of >5 Vespids

Pathfinders

-3 each unit of Pathfinders

Tetra squadron

-3 each unit of Tetra

Piranha squadron

-1 each Piranha

-2 each Missile Pod

-1 each Disruption Pod

## Heavy Support

Hammerhead

-5 each Hammerhead

-1 Fusion Blaster

-3 Railgun

-1 SMS

-4 Disruption Pod

Sky Ray

-2 each Sky Ray

-1 SMS

-3 Disruption Pod

Broadsides

-2 each Broadside model (-3 if with ASS)

-1 each Shield Drone

-1 first unit of Broadsides

-2 second unit of Broadsides

-3 each additional unit of Broadsides

Sniper Drones

-2 first Sniper Drone Team

## Vehicles

Devilfish

-3 each Devilfish

-1 SMS

-2 Disruption Pod

Vehicles (each unit of vehicles counts as one vehicle)

-1 each vehicle after the 4<sup>th</sup>

-2 each vehicle after the 6<sup>th</sup>

-3 each vehicle after the 9<sup>th</sup>

A Tyranid army starts at 108 KP.

## HQ

Hive Tyrant

-3 each Hive Tyrant

-5 each Wings

-3 each Warp Field / Extended Carapace / Psychic Scream

-2 each Twin-linked Devourer / Venom Cannon / Barbed strangler (if combined with Toxin Sacs) / Warp Blast

-1 each Acid maw / Adrenal Glands - I / Enhanced senses / Implant attack / Shadow of the Warp / Toxin Sacs / Scything Talons / Toxic Miasma

Tyrant Guards

-2 each Tyrant Guard

Broodlord (including Retinue)

-3 each Broodlord

-3 Feeder Tendrils (either on Broodlord or Genestealers)

Tyranid Warriors (HQ, Elites or Fast attack)

-2 each unit with Leaping / Wings

-1 each unit with Extended Carapace

-0,5 each Deathspitter

-1 each Barbed Strangler (-2 if with Toxin Sacs)

## Elites

Lictors

+5 each Lictor after the first

## Troops

Genestealers

-1 each unit

-2 Scuttlers

-1 Extended Carapace

-2 Feeder Tendrils

Gaunts

-1 each unit of Gaunts (-2 if unit numbers 10 models or less)

-3 each unit of Gaunts with Without Number (regardless of unit size)

Hormagaunts

-2 each 10 (or part of 10) Hormagaunts in the army after the first 10

## Fast Attack

Ravener

-2 each unit of Ravener

Gargoyles

+3 each 10 (or part of 10) Gargoyles in the army

## Heavy Support

Zoanthropes

-3 each Psychic Scream

-2 each Warp Blast / Synapse Creature

Carnifex

-5 each of the first and second Carnifex

-10 each of the third and fourth Carnifex

-20 each of the fifth and sixth Carnifex

-1 each Twin-linked Devourer

-2 each Reinforced Chitin / Extended Carapace / Venom Cannon / Barbed Strangler

Witch hunters start at 107 KP.

Allied and inducted units use the composition entry for their respective Codex, except when calculating penalties for Vehicles.

## HQ

Adepta Sororitas Heroine

- 1 each Palatine
- 2 each Canoness
- 3 Jump Pack
- 1 Mantle of Ophelia (if combined with Cloak of St. Aspira)
- 3 Cloak of St. Aspira
- 1 Power Weapon
- 2 Eviscerator / Blessed Weapon
- 4 Book of St. Lucius

Adepta Sororitas Heroine's Retinue  
Same as Celestians

Inquisitor Lord

- +2 each Inquisitor Lord
- 2 Divine Pronouncement / Purgatus
- 1 Combiweapon
- 2 Eviscerator

Inquisitors Retinue (HQ or Elite)

- 1 each Plasmagun / Meltagun / Flamer
- 2 each Multi-melta / Heavy Bolter / Plasmacannon
- 1 each Sage / Crusader

Priests

- 2 each Eviscerator

- 12 St. Celestine

## Elites

Inquisitor

- +1 each Inquisitor
- 1 Eviscerator
- 1 Combiweapon
- 1 Divine Pronouncement / Purgatus

Arco Flaggelants

- +5 each unit of Arco Flaggelants

Sister Repentias

- +1 each Sister Repentia / Mistress

Celestians

- 1 each Flamer / Meltagun / Heavy Flamer / Heavy Bolter / Multi-melta / Combiweapon
- 2 Eviscerator
- 4 Book of St. Lucius

Death Cult Assassins

- +2 each Death Cult Assassin after the first

- 3 Vindicare Temple Assassin

- 5 Eversor Temple Assassin

- 10 Callidus Temple Assassin

## Troops

Battle Sisters Squad

- 1 each unit of Battle Sisters
- 1 Veteran Superior
- 1 second Meltagun / Combi-meltagun
- 2 Eviscerator
- 4 Book of St. Lucius

Storm Troopers

- 1 each unit of Storm Troopers
- 1 second Plasma Gun / Meltagun / Flamer

Zealots

- 1 each unit of Zealots
- 2 each Eviscerator

## Fast Attack

Seraphim Squad

- 3 each unit of Seraphims
- 1 Power Weapon
- 2 Eviscerator
- 4 Book of St. Lucius

Dominion Squad

- +3 first unit of Dominions
- 1 each Flamer / Meltagun / Combiweapon
- 1 Veteran Superior
- 2 Eviscerator
- 4 Book of St. Lucius

## Heavy Support

Retributor Squad

-1 each Heavy Bolter after the second

-1 each Veteran Superior

-4 Book of St. Lucius

Immolator

See Dedicated Transports

Exorcist

-9 each Exorcist

Orbital Strike

-1 Lance Strike

## Vehicles

Dedicated Transports

-3 each Rhino / Razorback / Repressor /

Immolator

-4 each Chimera

-2 each Twin-linked Multi-Melta on

Razorback

-1 each Twin-linked Heavy Bolter on

Razorback

Valkyrie

-6 each Valkyrie

Land Raider

-15 first Land Raider

-20 each additional Land Raider

Vehicles (each unit of vehicles counts as one vehicle)

-1 each vehicle after the 4<sup>th</sup>

-2 each vehicle after the 6<sup>th</sup>

-3 each vehicle after the 9<sup>th</sup>