

Swedish 40K Comp System – 7:th Edition

Composition template for warhammer 40K

v. 0.3

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1 Introduction

New to the Swedish Comp System?

This is a compositions template made for Warhammer 40K 7th edition. While it might appear very complicated at first sight, most people find it rather simple once they understand how it works. The main idea is to give each army a "composition score" of 0 - 25, which rate the overall strength of the army. A very rough and subjective scale would look something like this:

0 - 10: A powerful army

11 - 19: An average army

20 - 25: A friendly army

These values should be taken with a grain of salt, it is mainly the relative difference between armies that matters, and tells which of the armies is considered stronger. Also note that these scales are for armies within the comp system, a player that is used to uncomped or very lightly comped warhammer would probably consider all armies above 0 as rather weak. The template is not made to work for values outside the range of 0 to 25.

If you are testing this system for the first time, do not plug your usual tournament army into the system, this will almost always give you a lower score than you deserve. Instead look at the comp for your army book and build a new army list from scratch with the comp values in mind. As the document cannot take all possible variables into consideration, heavily themed armies will often get penalised more than they deserve.

Goals

The main goal of the system is to evaluate the strength of an army. There are however also a few secondary goals:

- Promote creativity in list writing
- Award tactical play by minimize "rock/paper/scissor" type lists

Scenarios

The composition template is written with no specific scenario in mind but it take into consideration that most of the missions involves maelstrom-type objectives as well as normal objectives and kill points. It is also designed with a gradual victory system in mind rather than a win/draw/lose system.

Rules

This composition template is made under the assumption that the rules interpretations from SWFAQ are used.

How to use the document

This template is made to work for armies around 1500-2000 points. Armies of point values too far from this will not get very accurate composition scores. The composition values can be used for many things, some of the more common and tested uses are:

Comp Threshold

To have a legal army your comp score must be above a certain predetermined value. This is a very simple approach that forces all armies to be of somewhat equal strength.

Classic Bonus Comp Points

At the end, beginning or middle of a tournament, each player's comp score is added to his total score. With this system each player can play whatever he wants, and players that bring softer armies are rewarded.

Active Comp

At the end of each battle, the result of each game is effected by the difference in comp score between the players. The easiest way of doing this is to give bonus victory points to the player with the higher comp score. The amount of bonus VP per comp difference must be varied in accordance with the missions used during the tournament. This is the most fair system where the luck of the draw is taken into consideration, and players that face stronger armies are compensated more than players that face weaker armies. Note that there might be a good idea to have a maximum and minimum (a span of maximum 10) allowed comp score to avoid high comp armies gaining too much of an advantage over low comp armies, thus creating a meta game where high comp armies that play for draws are too powerful.

Updates and feedback

The Swedish comp system is regularly updated, a few times each year. The latest version can always be found on the www.svenska40k.se forum

This document is in many ways a community effort. Feedback and suggested changes are gathered from the warhammer tournament community and a group of a few veteran players and authors sorts through the feedback and implements the good ideas.

There are two ways to give feedback:

- In the relevant threads on the Swedish Warhammer tournament forum. Most posts are in Swedish, but it is perfectly acceptable to post in English.
- Talk to any of the authors in person

Note that the comp system changes the meta game quite a lot, which means that choices that are not very good in other environments might be much stronger under the Swedish comp system, and vice versa. We therefore strongly encourage people to play a few games with (and against) armies created under the comp before providing feedback.

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2 Calculating composition

- All armies start at a composition score of 300.
- For each unit in your army, the corresponding entry in this document specifies the composition score for that unit, deduct (or add in some rare cases) this value from your overall comp score. *Do this for each unit in your army list separately.* All entries in this document should be applied individually for each unit unless stated otherwise. After all units have been taken into consideration, divide your total score by 10.
- If several penalties under a unit are true for a given unit, use **all** of the composition penalties and add them together.
- There is a "general" part, where penalties based on the number of a type of unit or options that several units can take are listed. All units in the army that has options from the generic list should pay for these, just as if they were listed under the units themselves.
- You should always round fractions down unless stated otherwise.
- Whenever a composition point is followed by brackets with another composition score inside, use the value in the brackets instead of the value outside the brackets if the conditions are met. In some cases the composition score in the brackets are listed as "additional -X if", in these cases, you should add this to the composition score outside the brackets. If a composition score is not inside brackets, it is always in addition to other applicable composition scores. If there are several brackets, use all applicable brackets.
- When the composition differs from the first and second unit of that type, you are free to choose which unit is the first and which is the second if it matters.

3 Adepta Sororitas

4 Astra Militarum/Militarum Tempestus

5 Blood Angels

General

Weapons

Consider all of these to be part of all entries, except when an entry has specific weapon penalties of their own, or when the weapon is part of a models basic equipment.

Infernus Pistol -1
Combi-weapon -1
Meltagun -2
Plasma Gun -2
Flamer -1
Grav-gun -1 (-3 if on Bike)
Multi-melta -1 (-2 if on relentless model)
Missile Launcher -1
Plasma Cannon -1
Lascannon -2
Power Sword/Lightning Claw/Pair of Lightning Claws -1

Chapter Relics

Angels Wing -3
Crown Angelic -4
Vertias Vitae -4

HQ

Captain -4
-Storm Shield -2 (-3 if on Bike)
-Bike -7
-Jump Pack -1
-Terminator Armour -2
-Artificer Armour -3 (-4 if bike)
-Power Fist/Thunder Hammer/Chainfist -2 (-4 if on Bike)

Librarian -10
-Lvl 2 -7
-Bike -3
-Jump Pack -1
-Terminator Armour -1
-Storm Shield -1

Captain Tycho -5

Tycho the Lost -2 (-4 if Death Company in army)
Librarian Dreadnought -6 (2 AVP)

Mephiston -28

The Sanguinor -15

Astorath the Grim -14

Sanguinary Priest -4

-Bike -2

-Jump Pack -1

Brother Corbulo -6

Techmarine -2

Chaplain -4

-Bike -3

-Jump Pack -1

-Terminator Armour -1

Troops

Tactical Squad -7

-Each additional model -1

-Unit is 10 models -2

Scout Squad -4 (-6 if unit numbers 10 models)

Elites

Command Squad -8 (-10 if with Jump Packs)

Death Company

-Each model -1 (-2 if with Jump Pack/Drop Pod/Assault Vehicle*)

-First Power Fist/Thunder Hammer -2

Lemartes -5

Sanguinary Guards -13

-Each additional model -2

-Chapter Banner -1 (-2 if more than 7 model in the unit)

-First Power Fist -2

Dreadnought -3 (2 AVP)

-Each Lascannon/Autocannon -1

Death Company Dreadnought -3 (-6 if with Drop Pod*) (2 AVP)

Furioso Dreadnought -3 (-6 if with Drop Pod*) (2 AVP)
-Frag Cannon -2 (only if with Drop Pod*)

Terminator Squad -14
-Each additional model -2
-Assault Cannon -3
-Cyclone Missile Launcher -5
-Unit is 10 models -4

Terminator Assault Squad -12
-Each additional model -2
-Each Thunder Hammer -2
-The unit can fit into a transport* -7

Vanguard Veteran Squad -2
-Jump packs -3
-Every second additional model -1

Sternguard Veteran Squad -9
-Each additional Sternguard -2
-Every second Combi-weapon -1

Fast Attack

Rhino -6 (2 AVP)

Razorback -6 (2 AVP)
-Assault Cannon/Lascannon/Lascannon & Plasma Gun -2

Drop Pod -5 (2 AVP)

Land Speeder Squadron -4 (1 AVP)
-Each additional Land Speeder -4 (1 AVP)
-Multi-melta -2
-Typhoon Missile Launcher -3

Assault Squad -4
-Each additional model -1
-Power Fist/Thunder Hammer -2
-2nd Meltagun/Plasmagun/Flamer -2

Bike Squad -3
-Each additional model -1
-Multi-melta -2

Attack Bike Squad
-Each Attack Bike -3
-Each Multi-melta -2

Scout Bike Squad -3
-Each additional model -1

Heavy Support

Stormraven Gunship -25 (6 AVP)
-Multi-melta -5

Devastator Squad -3
-Every second additional model -1

Baal Predator -5 (3 AVP)

Predator -3 (3 AVP)
-Lascannon sponsons -4
-Overcharged Engines -1

Vindicator -5 (3 AVP)
-Overcharged Engines -1

Whirlwind -3 (2 AVP)

Land Raider -22 (5 AVP)
-Multi-melta -3

Land Raider Crusader -21 (5 AVP)
-Multi-melta -3

Land Raider Redeemer -18 (5 AVP)
-Multi-melta -3

Lords of War

Commander Dante -28

Gabriel Seth -10

**Calculate the penalty for units “with” transports by combining units and transports in such a way they can be combined during deployment, and that generates the highest penalty. This applies to both dedicated transports and transports purchased as a separate choice.*

6 Chaos Daemons

7 Chaos Space Marines/Black Legion/Crimson Slaughte

8 Dark Angels

9 Dark Eldar/Haemonculus Covens

10 Eldar/Iyanden

11 Grey Knights

General

Detachment

Nemesis Strike Force -2 for each unit able to deep strike

Weapons

Consider all of these to be part of all entries, except when an entry has specific weapon penalties of their own, or when the weapon is part of a models basic equipment.

Incinerator -1 (-2 if on model with personal teleporter)

Psilencer -1

Psycannon -1 (-4 if on relentless model)

Relics of Titan

Domina Liber Daemonica -3

HQ

Brother-Captain -12

-Nemesis Daemon Hammer -2

-Grand Master -8

Brother-Captain Stern -11

Brotherhood Champion -7

Castellan Crowe -15

Librarian -15

Mastery Level 3 -7

Combi-weapon -1

Techmarine -3

Troops

Strike Squad -9

-Each additional model -1

-Unit is 10 models -4

Terminator Squad -16

-Each additional model -2

-Unit is 10 models -6

Elites

Purifier Squad -15

-Each additional model -2

-Unit is 10 models -5

Paladin Squad -15

-Each additional model -5

- Unit is 5 or more models -5
- Unit is 10 models -20

- Dreadnought -3 (2 AVP)
- Each Lascannon/Autocannon -1

Fast Attack

- Rhino -6 (2 AVP)

- Razorback -6 (2 AVP)
- Assault Cannon/Lascannon/Lascannon & Plasma Gun -2

- Interceptor Squad -12
- Each additional model -2
- Unit is 10 models -2

- Stormraven Gunship -25 (6 AVP)
- Multi-melta -5

Heavy Support

- Purgation Squad -7
- Each additional model -1
- Unit is 10 models -2

- Nemesis Dreadknight -9
- Personal Teleporter -8
- Heavy Incinerator -3 (additional -4 if Personal Teleporter)
- Gatlin Psilencer -2 (additional -2 if Personal Teleporter)
- Heavy Psycannon -4 (additional -4 if Personal Teleporter)
- Nemesis Greatsword -1
- Each Nemesis Dreadknight after the first additional -4

- Land Raider -22 (5 AVP)
- Multi-melta -3

- Land Raider Crusader -21 (5 AVP)
- Multi-melta -3

- Land Raider Redeemer -18 (5 AVP)
- Multi-melta -3

Lords of War

- Kaldor Draigo -35 (-5 additional for each devastator centurion with gravcannon in the army)

12 Inquisition

13 Imperial Knights

14 Officio Assassinorum

15 Necron

16 Orks/Waaagh! Ghazghkull

17 Space marines/Sentinels of Terra/Clan Raukaan

General

Chapter tactics

Ultramarines Chapter Tactics: -10

White Scars Chapter Tactics: -5 for each unit with Unit Type Bike (-8 for ICs)

Weapons (only those bought from the Wargear list)

Combi weapon -2

Meltagun -2

Plasma Gun -2

Flamer -1

Grav-gun -1 (-3 if on bike)

Multi-melta -1 (-2 if on relentless model)

Missile Launcher -1

Plasma Cannon -1

Lascannon -2

Chapter Relics

The Shield Eternal -2 for each wound on the model (-3 for each wound if on bike)

The Armour of Indomitus -2

The Gorgon's Chain -2 for each wound on the model (-3 for each wound if on bike)

The Bones of Osrak -4

HQ

Marneus Calgar -30

Captain Sicarius -5

Chief Librarian Tigurius -60 (-5 additional for each devastator centurion with gravcannon in the army)

Chaplain Cassius -8

Kor'Sarro Khan -10 (additional -5 on Moondrakkan)

-5 for each unit in the army getting the scout special rule

Vulkan He'Stan -15

-1 for each weapon he twin-links

Shadow Captain Shrike -10

Capatain Lysander -20

Pedro Kantor -10

-3 for each unit of Sternguards

High Marshal Helbrecht -5

Chaplain Grimaldius -5
Cenobyte Servitors +/-0

Chapter Master -10
Stormshield -3 (-5 if bike)
Artificer Armour -4 (-6 if bike)
Bike -10
Jump Pack -2
Power Fist/Thunder Hammer -2 (-5 if bike)

Honour Guard -5
-2 for each additional honour guard

Captain -4
Stormshield -2 (-3 if bike)
Artificer Armour -3 (-4 if bike)
Bike -6
Jump Pack -1
Power Fist/Thunder Hammer -2 (-4 if bike)

Terminator Captain -6

Command Squad -5
Apothecary -3
Bikes -8
Each storm Shield -1

Librarian -8
Mastery Level 2 -7
Bike -4

Chaplain -3
Bike -2

Master of the Forge -2
Bike -2 (-3 if Conversion Beamer)

Techmarine -2

Troops

Tactical Squad -7
-1 for each additional model
-2 If unit is 10 models

Scout Squad -4
-2 If unit is 10 models

Sergeant Telion -1

Crusader Squad -5
-1 for additional model

Dedicated Transports

Rhino -6 (2 AVP)

Razorback -5 (2 AVP)
-2 for Assault Cannon/Lascannon/Lasconnon+Plasma Gun

Drop Pod -5 (2 AVP)

Land Speeder Storm -5 (1 AVP)

Elite

Vanguard Veteran Squad -2
Jump packs -3
-1 for every second additional model

Sternguard Veteran Squad -9
-2 for each additional Sternguard
-1 for every second combi-weapon

Dreadnought -3 (2 AVP)
-1 for each lascannon/autocannon

Ironclad Dreadnought -3 (2 AVP)
-2 if Drop Pod

Legion of the Damned -10
-2 for each additional model
Meltagun/Plasma Gun -2

Terminator Squad -14
-2 for each additional model
Assault Cannon -3
Cyclone Missile Launcher -5
-4 If unit is 10 models

Terminator Assault Squad -10
-2 for each additional model
-2 for each Thunderhammer
-7 if the unit can fit into a transport

Centurion Assault Squad -10
-3 for each additional model
-7 if the unit can fit into a transport

Fast Attack

Assault Squad -4

-1 for every additional model

Power Fist/Thunder Hammer -2

Land Speeder Squadron -4 (1 AVP)

Each additional Land Speeder -4 (1 AVP)

Multi-melta -2

Typhoon Missile Launcher -3

Stormtalon Gunship -20 (4 AVP)

Heavy Bolter +2

Bike Squad -3 (-7 if taken as troop)

-1 for every additional model (-2 for each model if taken as troop)

Each unit taken as troop after the second -5

Multi-melta -2

Attack Bike Squad -3

-3 for each additional model

Each Multi-melta -2

Scout bike Squad -3

-1 for every additional model

Heavy support

Devastator squad -5

-1 for every additional model

Centurion Devastator Squad -18 (2 MCP)

-10 for each additional model (1 MCP)

Each Gravcannon -7 (additional -5 if Battle Brother, non-dedicated, drop pod in army)

Each Lascannon -3

Omniscope -3

Each IC with 2+ save and 3 or more wounds -10

Thunderfire Cannon -17

Each after the first additionally -5

Predator -3 (3 AVP)

Lascannon sponsons -3

Whirlwind -3 (2 AVP)

Vindicator -5 (3 AVP)

Hunter -2 (2 AVP)

Stalker -3 (2 AVP)

Land Raider -22 (5 AVP)

Multi-melta -3

Land Raider Crusader -21 (5 AVP)

Multi-melta -3

Land Raider Redeemer -18 (5 AVP)

Multi-melta -3

Sergant Chronus -1

Stormraven Gunship -25 (6 AVP)

Multi-melta -5

18 Space Wolves/Champions of Fenris

19 Tau Empire/Farsight Enclaves

20 Tyranids

21 Allies (more than one detachment)

Apply these additional penalties for all units in your army that is NOT part of your primary detachment. The level of alliance to take the penalties from is always in regard to ALL detachments in your army (if a unit in your 3rd detachment is battle brother with your 2nd detachment, but not your primary, it still counts as BB for the penalties).

Battle Brothers

Each Independent Character -5

Each Unit -3 (excluding ICs)

Allies of Convenience

Each Unit -2

Desperate Allies/Come the Apocalypse

Each unit -1

22 AVP/MCP

Each vehicle and monster (and a few another units) in your army has a AVP/MCP attached to it. This stands for Armour Value Point and Monstrous Creature Point. The goal of this is to penalize spamming of resilient units. In some rare cases MCP will be given to units/model which actually isn't MCs.

Add up the number of AVP/MCP in your army (add all together from all different detachments). This chart gives a composition penalty based on you total amount of AVP/MCP in your army:

0-6 : +/- 0

7: -1

8: -2

9: -3

10: -4

11: -6

12: -8

13: -10

14: -12

15: -15

16: -17

17: -20

18: -23

19: -27

20: -31

21: -35

22: -39

23: -44

24: -49

25: -54

26: -59

27: -65

28: -71

29: -77

30: -83

Each AVP/MCP after 30: additional -7

23 Warp Charges

The goal of this is to penalize spamming of warp charge producing units.

Add up the number of Warp Charges your army produce (add together all warp charges from all different detachments). This chart gives a composition penalty based on you total amount of WC in your army:

0-6 : +/- 0

7: -1

8: -2

9: -3

10: -4

11: -6

12: -8

13: -10

14: -12

15: -15

16: -17

17: -20

18: -23

19: -27

20: -31

21: -35

22: -39

23: -44

24: -49

25: -54

26: -59

27: -65

28: -71

29: -77

30: -83

Each WC after 30: additional -7

24 Change log