

RT-kompmallen v6.7

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If you have any questions or want to
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<http://www.svenska40k.se/forum/viewforum.php?f=52>

Instructions

General

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 excess KP's are 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.

Transport vehicles

Some units have a special penalty that depends on whether the army contains a specific transport vehicle, like a Land Raider for Blood Angel Death Company. These penalties are usually marked with an asterisk (*). A few special rules apply to these units.

These penalties should only be included if the unit in question is actually able to embark on the transport during the game, assuming they don't suffer any casualties. Note that it does not matter if the transport is a dedicated transport to another unit or not.

Example: If the Death Company numbers 18 models they cannot embark in a Land Raider and receives no penalty. If they were equipped with Jump Packs they wouldn't receive the penalty either.

Only include the penalties from the maximum number of models actually able to fit inside the transport(s) at the same time. In the case of multiple units able to fit, use the combination that gives the lowest composition score.

Example 1: A Blood Angel army includes a Chaplain on foot, Captain Tycho, a Death Company 9 man strong and a Land Raider. The penalty for Captain Tycho is not counted, since he has the lowest penalty and is not able to fit in

the transport together with the Chaplain and the Death Company.

Example 2: A Space Marine army includes three five-man units of Scouts and two Land Speeder Storms. Only count the transport penalty twice for the scouts, since only two units can fit in the transports at the same time.

Black Templars

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

+1 each Commander

-3 each Marshal

-2 Power Fist / Thunder Hammer

-1 Terminator Honours

-1 Storm Shield (-3 if combined with Power Fist / Thunder Hammer)

-1 Artificer Armour

-3 Adamantine Mantle (-4 if combined with Storm Shield)

-1 at least one Land Raider in the army*

-3 Bike (-4 if combined with Artificer Armour and storm shield)

Emperors Champion

-7 Accept any challenge, no matter...

-4 Suffer not the unclean to live

-5 Helbrecht

-10 Grimaldus

Terminator Command Squad

See Terminators

Command Squad

-4 Apothecary

-1 Furious Charge / Infiltrate / Counter-attack

-1 second Plasma gun

-1 each Meltagun / Combi-Melta

-3 Power Fist

-3 Chapter Banner

-1 Fighting Company Banner / Holy Relic

-3 Drop Pod (-0,5 extra for each Meltagun or Combi-Melta in the squad)

Chaplain

-2 each Chaplain

-3 Bike (-4 if combined with Artificer Armour and Storm Shield)

-2 Jump Pack

-2 at least one Land Raider in the army*

-2 Power Fist / Thunder Hammer

-1 Terminator Honours

-1 Storm Shield (-3 if combined with Power Fist / Thunder Hammer)

-1 Artificer Armour

-3 Adamantine Mantle (-4 if combined with Storm Shield)

-1 each Cenobyte Servitor (only if on foot)

Damocles Command Rhino

-1 Damocles Command Rhino

-0,5 each unit able to outflank in the army

-0,5 for every two Drop Pods in the army

Elite

Assault Terminators

-1 each Terminator

-1 each Storm Shield (-2 for the first Storm Shield in each unit)

-1 Furious Charge

-2 Drop Pod

+3 if there are no Land Raiders in the army (unless mounted in a Drop Pod)*

Terminators

-1 each Terminator

-2 each Cyclone Missile Launcher (-3 if unit has Tank Hunters)

-1 each Assault Cannon (only if the unit has Tank Hunters)

-2 second Cyclone Missile Launcher / Assault Cannon (in addition to other penalties)

-1 Combi-Melta

-2 Drop Pod (-0,5 extra for each Combi-Melta in the squad)

Sword Brethren

-2 each Lascannon / Plasma Cannon

-1 each of all other heavy weapons

-2 Furious Charge / Infiltrate / Counter-attack

-1 each Meltagun

-2 Power Fist / Pair of Lightning Claws

-3 Drop Pod (-0,5 extra for each Meltagun in the squad)

Dreadnoughts

-2 each Dreadnought

-1 first Dreadnought Close Combat Weapon (-3 if mounted in a Drop Pod)
-1 Drop Pod (-2 if Dreadnought has Multi-melta)

Troops

Crusader Squad
-2 each Crusader Squad
-1,5 Power Fist
-1,5 Lascannon
-1 each Missile Launcher / Plasma Cannon / Multi-Melta / Meltagun / pair of Lightning Claws
-3 Drop Pod (-0,5 extra for each Meltagun in the squad)

Fast Attack

Land Speeder Squadron
-1 second squadron
-2 third squadron
-1 each Assault Cannon
-1 second Heavy bolter and/or Heavy Flamer on each Speeder
-2 each Multi-Melta
-4 each Typhoon Missile Launcher

Attack Bike

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

Bike Squadron

-1 each Multi-melta / Meltagun / Plasma gun
-1 Attack Bike

-1 each Power Weapon

Assault Squad

-1 each Storm Shield
-1 each Power Weapon
-2 each Power Fist

Heavy Support

Vindicator
-5 first Vindicator
-8 each Vindicator after the first

Predator

-4 each Predator
-1 Lascannon turret
-1 Sponsons

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

-14 first Land Raider
-21 each additional Land Raider
+3 each Redeemer
+1 each Crusader
-2 each Multi-Melta

Vehicles

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

Vehicles (each unit of vehicles counts as one vehicle, Land Raiders count as two, Drop Pods does not count)

-1 each of vehicle 2-3

-2 each of vehicle 4-5
-3 each of vehicle 6-8
-4 each additional vehicle

Blood Angels

Blood Angels starts at 101 KP.

HQ

-7 Commander Dante

Gabriel Seth

-1 Gabriel Seth

-1 at least one Land Raider or Stormraven in the army*

-10 Astorath the Grim

-9 Sanguinor

-25 Mephiston

Captain Tycho

-2 Captain Tycho (+3 if Death Company Tycho)

-1 at least one Land Raider or Stormraven in the army*

Librarian

-2 each Librarian

-2 Jump Pack

-3 Bike

-1 Storm Shield

-6 Fear of darkness

-2 Shield of Sanguinius

-2 Sanguine Sword

-1 Unleash Rage

-1 Blood Lance

-1 Might of Heroes

Reclusiarch

-2 each Reclusiarch

-2 Jump pack

-3 Bike / at least one Land Raider or Stormraven in the army*

Captain

+1 each Captain

-1 each pair of Lightning Claws

-2 Power Fist / Thunder Hammer / Chainfist (-3 if combined with Storm Shield)

-1 Storm Shield

-1 Terminator Armour

-1 at least one Land Raider or Stormraven in the army*

-2 Jump pack

-3 Bike

Honour Guard

-1 every second Plasma gun / Combi-plasma

-1 each Meltagun / Combi-melta

-1 each Storm Shield

-1 each Power Weapon / Lightning Claw

-3 each Power Fist / Thunder Hammer

-3 Jump Packs

(see also Blood Chalice)

Damocles Command Rhino

-1 Damocles Command Rhino

-0,5 each unit able to outflank in the army

-0,5 for every two Drop Pods in the army

-1 each Stormraven in the army

Elite

Sanguinary Priest

-1 Power Fist

-4 Brother Corbulo

(see also Blood Chalice)

-1 Combi-melta

Assault Terminators

-1 each Terminator

-1 each Storm Shield

-1 each unit of 10 Terminators

+3 if there are no Land Raiders or Stormravens in the army*

Sanguinary Guard

-2 each unit of Sanguinary Guard (-4 if scoring)

-2 each of the first two Power fists

Furioso Dreadnought

-3 each Furioso Dreadnought

-2 Blood Talons

-4 Drop Pod

-6 at least one Storm Raven in the army*

Furioso Librarian Dreadnought

-4 each Furioso Librarian Dreadnought

-4 Drop Pod

-6 at least one Storm Raven in the army*

-3 Wings of Sanguinius

-1 Blood Lance

-1 Might of Heroes

-6 Fear of Darkness

-2 Shield of Sanguinus

Chaplain

- 2 Jump Pack
- 3 Bike / at least one Land Raider in the army*

Sternguards

- 1 each unit of Sternguards
- 2 each Lascannon
- 1 each of all other heavy weapons
- 1 every second Plasma gun / Combi-plasma
- 1 each Meltagun / Combi-melta
- 2 Power Fist
- 3 Drop Pod (-0,5 extra for each Meltagun or Combi-Melta in the squad)

Terminators

- 1 each Terminator
- 1 each unit of 10 Terminators
- 2 each Cyclone Missile Launcher

Techmarine

- +1 each Techmarine (+/-0 if equipped with Combi-Melta and Jump Pack)

Troops

Scout Squad

- 1 each Scout Squad (-2 if numbering 10 models)
- 2 Power Fist
- 1 Combi-melta

Tactical Squad

- 1 each Tactical Squad (only if the unit has a dedicated transport)
- 1 if numbering 10 models

-2 Power Fist

- 1,5 Lascannon
- 1 each Missile Launcher / Plasma Cannon / Multi-Melta / Meltagun / Combi-melta
- 1 second Plasma gun / Combi-plasma
- 3 Drop Pod (-0,5 extra for each Meltagun or Combi-Melta in the squad)

Death Company

- +0,5 each model in the Death Company if unit has Jump Packs (only if Stormraven is not present in the army*)
- 2 if army includes a model with Liturgies of Blood
- 3 at least one Land Raider or Stormraven in the army*
- 1 the first Power Weapon
- 3 the first Power Fist / Thunder Hammer
- 2 the second and third Power Fist / Thunder Hammer
- 3 Drop Pod*
- Death Company Dreadnought
- 2 each Death Company Dreadnought
- 2 Blood Talons
- 4 Drop Pod
- 6 at least one Storm Raven in the army*

Assault Squad

- 2 each Assault Squad
- 1 if numbering 10 models (only if unit has Jump packs)
- 1 each Meltagun
- 1 second Plasma gun
- 1 Power Weapon / Lightning Claw / pair of Lightning Claws

-3 Power Fist / Thunder Hammer (-2 if unit is without Jump Packs)

- 3 Drop Pod (-0,5 extra for each Meltagun in the squad)

Fast Attack

Bike Squadron

- 1 each Combi-melta / Multi-melta / Meltagun / Plasma gun
- 1 Attack Bike
- 3 Power Fist

Baal Predator

- 5 each Baal Predator
- 1 Flamestorm Cannon
- 1 Sponsons

Land Speeder Squadron

- 1 second squadron
- 2 third squadron
- 1 each Assault Cannon
- 1 second Heavy Bolter and/or Heavy Flamer on each Speeder
- 2 each Multi-Melta
- 4 each Typhoon Missile Launcher

Attack Bike

- 1 first and second squadron
- 2 third squadron
- 1 each Heavy Bolter
- 2 each Multi-Melta

Scout Bike Squadron

- +1 each Scout Bike Squadron
- 3 Power Fist
- 2 Cluster Mines

-1 Combi-melta
-0,5 for each unit in the army able to deep strike if the squadron has Locator Beacon

Vanguards

-3 first Power Fist / Thunder Hammer (-2 if unit is without Jump Packs)
-1 each Power Weapon / Lightning Claw / pair of Lightning Claws / Relic Blade / Blade Encarmine / each Power Fist or Thunder Hammer after the first (up to a maximum of -2)
-1 each Storm Shield
-1 each Locator Beacon in the army if the unit is equipped with Jump Packs
-3 Drop Pod (-0,5 extra for each Meltagun in the squad)

Heavy Support

Whirlwind

-1 each Whirlwind
Devastator squad
-2 second unit of Devastators
-4 third unit of Devastators
-1 each Missile Launcher
-0,5 each Lascannon / Plasma Cannon
-2 Power Fist
-1 Drop Pod

Predator

-4 each predator
-1 Heavy Bolter sponsons
-3 Lascannon sponsons
-1 2nd Predator
-2 3rd Predator

Vindicator

-5 each Vindicator

Stormraven

-7 first Stormraven
-11 each additional Stormraven
-1 each Locator Beacon
-3 each Multi-Melta

Dreadnought

-2 each Dreadnought
-1 second Twin-linked Autocannon on each Dreadnought
-1 Drop Pod (-2 if Dreadnought has Multi-melta)
-1 Dreadnought Close Combat Weapon (-3 if mounted in a Drop Pod)

Blood Chalice

-13 first Blood Chalice / The Red Grail
-9 each additional Blood Chalice / The Red Grail
+3 if on Sanguinary Novitiate
+1 no transport vehicles in the army*

The army contains any of the following: (only count the highest and only apply it if the army contains one or more Blood Chalice):

-3 Land Raider (any type)*
-1 Stormraven*
-6 Terminators
-6 Assault terminators
-1 each unit of Assault Marines with Jump Packs / Sanguinary Guard /

Mephiston / Sanguinor / Vanguard with Jump Packs (up to a maximum of -4)

Vehicles

Land Raiders (all types)

-14 first Land Raider
-21 each additional Land Raider
+3 each Redeemer
+1 each Crusader
-2 each Multi-Melta

Rhino / Razorback

-3,5 each Rhino
-4 each Razorback
+0,5 each Twin-linked Heavy Flamer

Vehicles (each unit of vehicles counts as one vehicle, Land Raiders count as two, Drop Pods does not count)

-1 each of vehicle 2-3
-2 each of vehicle 4-5
-3 each of vehicle 6-8
-4 each additional vehicle

Chaos Daemons

Chaos Daemons start at 108 KP.

HQ

-10 each Bloodthirster

-7 each Great Unclean One

-8 each 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 Chariot of Khorne

-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

-1 each Bloodcrucher in the same army
as Fateweaver

-10 Bluescribes

-5 Skultaker

-5 The Masque

-5 Epidemius

Elites

Bloodcrushers

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

-3 each of the additional 5 Bloodcrushers

-4 each additional Bloodcrusher

-2 Icon

Beasts of Nurgle

-1 each of the first 3 Beast of Nurgle in
the first unit

-2 each additional Beast of Nurgle

Flamers of Tzeentch

-5 each unit of Flamers

Fiends of Slaanesh

-2 each of the 1st to 6th Fiends of
Slaanesh

-3 each additional Fiend of Slaanesh

Troops

Plaguebearers

-4 first unit of Plaguebearers

-2 each additional unit

-1 Icon

Daemonettes

-0,5 each unit of Daemonettes

-0,5 every fifth model in each unit

-1 Icon

Horrors

-2 each unit of Horrors

-0,5 every third model in each unit after
the 5th

-1 Bolt of Tzeentch

-3 Changeling

-1 Icon

Bloodletters

-1 each unit of Bloodletters

-0,5 every third model in each unit after
the 5th

-1 Icon

Fast Attack

Flesh Hounds

-1 each unit of Flesh Hounds

Seekers

-1 each unit of Seekers

-0,5 every fifth model in each unit

Screamers

-1 each unit of Screamers

Blight Drones

-2 each unit of Blight Drones

-5 each Blight Drone model

Furies

+0,5 every fifth model

Heavy Support

Gorefeaster

-5 each Gorefeaster

Ribberjaw

-3 each Ribberjaw

Daemon Prince

-1 each Daemon Prince

-3 Daemonic Flight

-3 Pavane of Slaanesh (-4 if model has
Daemonic Flight)

-1 each Iron Hide / Bolt of Tzeentch /

Mark of Khorne / Mark of Tzeentch /

Mark of Nurgle / Breath of Chaos

Blood Slaughterer

-2 each unit of Blood Slaughterers

-2 each Blood Slaughterer model

Soulgrinder

-5 first Soulgrinder

-10 each additional Soulgrinder

Vehicles and Monstrous creatures

Vehicles and Monstrous creatures (MC)

-1 each of vehicle/MC 2-3

-2 each of vehicle/MC 4-5

-3 each of vehicle/MC 6-8

-4 each additional vehicle/MC

Chaos Space Marines

Chaos Space Marines start at 107 KP.

HQ

Daemon Prince

- 3 Wings
- 15 Lash of Submission
- 2 Wind of Chaos
- 1 Warptime (-2 if model has Wings)
- 1 Mark of Khorne
- 1 Mark of Nurgle (-2 if model has Wings)

Sorcerer

- +1 each Sorcerer
- 1 Warptime
- 0,5 Bolt of Change / Wind of Chaos (-1 if model has Bike, Disc of Tzeentch, Wings or Jump Pack)
- 15 Lash of Submission
- 1 Jump Pack / Disc of Tzeentch / Bike / Steed of Slaanesh
- 2 Wings

Greater Daemon

- 2 each Greater Daemon
- 10 Abaddon the Despoiler
- 10 if there is at least one Land Raider in the army
- 6 Typhus
- 4 if there is at least one Land Raider in the army

Chaos Lord

- +1 each lord
- 1 Pair of Lightning Claws
- 2 Daemon Weapon (Slaanesh, Khorne or Tzeentch) / Power Fist / Chainfist
- 3 Daemon Weapon (Undivided or Nurgle)
- 2 Jump Pack / Disc of Tzeentch / Bike / Steed of Slaanesh
- 3 Wings
- 1 Mark of Khorne
- 1 if there is at least one Land Raider in the army

-4 Ahriman

-3 Huron Blackheart

- 1 if there is at least one Land Raider in the army

-5 Khârn

- 3 if there is at least one Land Raider in the army

-1 Lucious the Eternal

+1 Fabius Bile

Elites

Terminators

- 0,5 each Terminator
- 0,5 each Heavy Flamer / Reaper Autocannon / Combiweapon / Power Fist / Chainfist / Pair of Lightning Claws
- 1 Icon of Khorne
- 1 Icon of Nurgle

Chosen

- 1 each other heavy weapon, Meltagun, Combi-melta
- 1 every second Plasma gun / Combi-plasma
- 1 each Lightning Claw (only if on Champion)
- 1 each Power Fist (-3 if on Champion)

Dreadnought

- +1 each Dreadnought
- 1 each Dreadnought Close Combat Weapon

Possessed

- +0,5 each Possessed

Troops

Chaos Space Marines

- 1 each unit of Chaos Space Marines
- 1 each Lascannon, Meltagun, Combi-melta
- 1 second Plasma gun / Combi-plasma
- 2 Power Fist
- 1 Icon of Khorne

Lesser Daemons

- 1 each unit of Lesser Daemons

Noise Marines

- 1 each Doomsiren / Blastmaster
- 2 Power Fist

Khorne Berzerkers

- 0,5 each Berzerker after the second in

each unit (to a maximum of -4)

- 1 Power Weapon
- 3 Power Fist

Plague Marines

- 2 second unit of Plague Marines
- 4 every unit after the second unit of Plague Marines
- 0,5 each Plague Marine in each unit (to a maximum of -5)
- 1 each Meltagun, Combi-melta
- 1 second Plasma gun / Combi-plasma
- 2 Power Fist

Thousand Sons

- +1 each unit of Thousand Sons
- 1 Warptime / Wind of Chaos / Bolt of Change

Fast attack

Chaos Bikers

- +1 each unit of Chaos Bikers (+2 if the unit numbers 6 or more models)
- 1 each Plasmagun / Meltagun
- 1 Power Weapon
- 3 Power Fist
- 1 Icon of Chaos Glory / Icon of Khorne
- 2 Icon of Nurgle

Spawn

- +1 each Spawn

Raptors

- +1 each unit of Raptors
- 1 each Meltagun
- 1 Power Weapon

-1 second Plasma gun / Combi-plasma

- 2 Pair of Lightning Claws
- 3 Power Fist
- 1 Icon of Khorne

Blight Drones

- 2 each unit of Blight Drones
- 5 each Blight Drone model

Heavy Support

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

- 12 first Land Raider
- 18 each additional Land Raider
- 1 Dozer Blades

Defiler

- 5 each Defiler
- 1 each additional Close Combat Arm

Vindicator

- 4 each Vindicator
- 1 Daemonic Possession

Predator

- 3 each Predator
- 1 Sponsons
- 1 Lascannon turret

Obliterators

- 2 second unit of Obliterators
- 4 third unit of Obliterators
- 4 each Obliterator (-6 if Army contains Lash of Submission)

Havocs

- +1 each unit of Havocs
- 1 each Missile Launcher / Autocannon / Meltagun / Combi-melta
- 0,5 each Lascannon
- 1 every second Plasma gun / Combi-plasma
- 2 Power Fist
- 1 Icon of Khorne

Blood Slaughterer

- 2 each unit of Blood Slaughterers
- 2 each Blood Slaughterer model

Vehicles

Rhino

- 3 each Rhino

Vehicle()Tj 20.0T0 -.005 Tc 0.003 Tw 0 -1.229 TD [i-

Dark Angels

A Dark Angels army starts at 104 KP.

HQ

Company Master

+1 each Company Master

-1 Pair of Lightning Claws

-2 Power Fist / Thunder Hammer

-3 Jump pack

-1 at least one Land Raider Crusader in the army*

Command Squad

+2 each Command Squad

-2 Apothecary

-3 each Power Fist

-1 each Meltagun

-1 every second Plasma gun / Combi-plasma

-2 Dark Angels Chapter Banner

-3 Drop Pod (-0,5 extra for each Meltagun in the squad)

Interrogator-Chaplain

-1 each Interrogator-Chaplain

-2 Jump pack

-3 Bike / at least one Land Raider Crusader in the army*

-2 Power Fist

Chaplain

-2 Jump pack

-3 Bike / at least one Land Raider

Crusader in the army*

Azrael

-5 Azrael

-5 at least one Land Raider Crusader in the army*

-3 Ezekiel

Librarian

-1 each Librarian

-2 Jump pack

-2 Bike

Belial

-2 at least one Land Raider Crusader in the army*

-2 Pair of Lightning Claws

-4 Thunder Hammer & Storm Shield

Sammael

-2 on Jetbike

-7 on Land Speeder

Damocles Command Rhino

-1 Damocles Command Rhino

-0,5 each unit able to outflank in the army

-0,5 for every two drop pods in the army

Elite

Scout Squad

+1 each unit

+0,5 each sniper rifle

-2 Power Fist

Deathwing Terminators (Elites or Troops)

-5 each unit of Terminators (-3 each unit after the second)

-1 each unit taken as Troops

-1 each Storm Shield (-2 first Storm Shield in each unit)

-2 Cyclone Missile Launcher

-1 Deathwing Company Standard

-2 Apothecary

+2 each unit without any ranged weapons if there are no Land Raiders in the army*

Dreadnoughts

-2 per Dreadnought

-1 Dreadnought Close Combat Weapon (-3 if mounted in a Drop Pod)

-1 second Twin-linked Autocannon on each Dreadnought

-1 Drop Pod (-2 if Dreadnought has Multi-melta)

Company Veteran Squad

-2 each Lascannon

-1 each of all other heavy weapons

-1 each Meltagun / Combi-melta

-1 each Storm Shield

-1 every second Plasma gun / Combi-plasma

-1 each pair of Lightning Claws

-2 each Power Fist / Thunder Hammer

-3 Drop Pod (-0,5 extra for each

Meltagun or Combi-melta in the squad)

Troops

Tactical Squad

- 1 each Tactical Squad (only if the unit has a dedicated transport)
- 1 each unit numbering 10 models
- 2 each Power Fist
- 1,5 Lascannon
- 1 each Missile Launcher / Plasma Cannon / Multi-Melta / Meltagun / Combi-melta
- 3 Drop Pod (-0,5 extra for each Meltagun or Combi-Melta in the squad)

Fast Attack

Ravenwing Support Squadron

- +1 each squadron containing more than one speeder.
- 1 second squadron
- 2 third squadron
- 1 each Assault cannon
- 2 each Multi-Melta
- 4 each Typhoon Missile Launcher

Ravenwing Attack Squadron

- +1 each unit
- 3 each unit taken as Troops
- 2 first unit if the army contains Terminators
- 1 Multi-melta / Meltagun / Plasma gun
- 1 Attack Bike
- 1 Power Weapon
- 3 Power Fist
- 2 Ravenwing Company Standard
- 1 Land Speeder

- 2 Apothecary (-3 if an IC on bike is present in the army)

Assault Marines

- +1 each unit (+2 if the unit numbers 10 models)
- 1 Power Weapon / Lightning Claw / pair of Lightning Claws
- 3 Power Fist (-2 if unit is without jump packs)

Heavy Support

Devastator squad

- 1 each Missile Launcher
- 0,5 each Lascannon / Plasma Cannon
- 2 Power Fist
- 1 Drop Pod

Whirlwind

- 1 each Whirlwind

Predator

- 3 first Predator
- 4 second Predator
- 5 third Predator
- 1 Heavy Bolter sponsons
- 2 Lascannon sponsons

Vindicator

- 4 each Vindicator

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

- 14 first Land Raider
- 21 each additional Land Raider
- +1 each Crusader

- 2 each Multi-Melta

Vehicles

Rhino / Razorback

- 3 each Rhino
- 3 each Razorback
- 2 each Twin-linked Multi-Melta
- +1 each Twin-linked Heavy Flamer

Vehicles (each unit of vehicles counts as one vehicle, Land Raiders count as two, Drop Pods does not count)

- 1 each of vehicle 2-3
- 2 each of vehicle 4-5
- 3 each of vehicle 6-8
- 4 each additional vehicle

Dark Eldar

A Dark Eldar army starts at 105 KP

HQ

Archon

+1 each Archon

-1 Husk Blade / Djin Blade

-2 Agoniser

-3 Shadow field

-1 if the army contains Wracks or

(See also the separate entry for Webway Portal)

The court of the Archon

+1 each court

-10 Asdrubael Vect

-2 Dais of Destruction

-7 Lady Malys

-1 if the army contains Wracks

-2 Drazhar

-3 if the army contains Incubi

-6 Urien Rakarth

-5 Duke Sliscus

-1 every 4th unit with Combat Drugs in the army (except Sliscus himself)

-1 every 4th Raider, Venom or Ravager in the army

-4 Baron Sathonyx

-1 each unit of Hellions

-1 every 5th Hellion in the largest unit of Hellions in the army, starting with the 10th*.

-2 if the army contains Wracks

Haemonculi

-1 each Haemonculi

-2 for one of the following units: Incubi, Bloodbrides, Wyches, Hellion (only count this once for each unit and each

Haemonculi)

-1 Agoniser

-1 each Liquifier Gun

-2 Shatter Shard

(See also the separate entry for Webway Portal)

Succubus

-1 each Succubus

-2 Agoniser

-1 if the army contains Wracks

-4 Lelith Hesperax

-1 if the army contains Wracks

Elites

Incubi

-1 every 2nd model

Grotesques

-1 every third model

-1 Liquifier Gun

Wracks

-1 each unit taken as Troops

-1 Liquifier Gun

Mandrakes

+1 each unit of Mandrakes

Harlequins

-1 each unit of Harlequins

-2 each Shadowseer (-1 extra for each independent character in the army)

-1 every 5th Harlequins Kiss

Kabalite Trueborn

-1 each Agoniser / Splinter Cannon / Blaster / Dark lance

Hexatrix Bloodbrides

-1 each unit of Bloodbrides

-1,5 each Agoniser

Troops

Kabalite Warriors

-1 each Agoniser / Blaster

Wyches

-1 if equipped with haywire grenades

-1 each Agoniser

Fast Attack

Scourges

+1 every 3rd model

-1 each Splinter Cannon / Blaster / Dark Lance / Haywire Blaster / Heat Lance / Agoniser

Beastmasters

- 1 each Clawed Fiend
- 1 every 5th Khymera / Beastmaster / Razorwing

Reavers

- 1 each Cluster Caltrops / Blaster / Heat Lance / Agoniser

Hellions

- 1 every 5th model
- 1 each Agoniser

Heavy Support

Ravager

- 6 each Ravager
- +1 if 2 or more Disintegrator Cannon
- 1 each Night shields / Flickerfield

Talos and Cronos

- 2 first Talos / Cronos
- 3 second Talos / Cronos
- 4 third Talos / Cronos
- 1 each Twin-linked Liquifier gun / Chain Flails / Heat Lance
- 1 each Spirit Probe
- 2 each Spirit Vort

Razorwing Jetfighter

- 4 each Razorwing Jetfighter
- 1 each Night shields / Flickerfield

Voidraven Bomber

- 6 each Voidraven Bomber
- 1 each Night shields / Flickerfield

Vehicles

Raider

- 2 each Raider
- +1 each Disintegrator cannon
- 1 each Night shields / Flickerfield

Venom

- 3 each Venom
- 1 each Night Shields
- 1 each of the first three extra Splinter Cannon
- 2 each additional extra Splinter Cannon after the first three

Vehicles and Monstrous creatures (MC)

- 1 each of vehicle 3-4
- 2 each of vehicle 5-6
- 3 each of vehicle 7-8
- 4 each additional vehicle

Webway portal

- 1 each Webway portal
- Count the penalties below once if the army contains one or more Webway portals:
- 5 army contains a Shadowseer
- 0,5 each IC (excluding IC:s carrying portals)
- 1 Baron Sathonyx
- 0,5 each Beastmaster
- 0,5 every 3rd Reaver, Grotesques or

Hellion

- 0,5 every 5th Wych, Bloodbride, Harlequin or Incubi without a dedicated transport.
- 1 every 10th Warrior without a dedicated transport.
- 1 each Talos/Cronos

Eldar

Eldar starts at 105 KP.

HQ

Farseer

-3 Jetbike

-6 Runes of Warding

-5 Doom

-3 Fortune

For Fortune, additionally count the highest of the following minus if your army contains one or more of the following units (a unit can only be counted once in case of multiple fortune):

Avatar: -5

Warlocks: -1 each of the third to sixth Infantry Warlocks, -2 each Infantry Warlock after the sixth, -3 each Jetbike mounted Warlock of the five first, -5 each Jetbike mounted Warlock after the five first

Harlequin Troupe: -1

Wraithguard with Conceal: -1

Dire Avengers with Power Weapon & Shimmershield: -1

Seer Council / Warlock unit

-1 each Warlock

-1 each Jetbike

-2 if unit contains Enhance (-3 on Jetbikes)

-1 if unit contains Embolden (-2 on Jetbikes)

Avatar of Khaine

-10 Avatar of Khaine

-8 Prince Yriel

-5 Asurmen

-5 Jain Zar

-5 Karandras

-5 Maugan Ra

-5 Fuegan

Autarch

+1 each Autarch

-2 Jetbike

-2 Laser Lance

Eldrad Ulthan

-18 Eldrad Ulthan

Additionally, count the highest *two* of the additional fortune penalty (see Farseer).

Elites

Harlequins

-1 each unit of Harlequins

-2 each Shadowseer

-1 every 5th Harlequins Kiss

-2 if army contains Doom

Fire Dragons

-3 at least one transport in the army*

Striking Scorpions

-2 Scorpions Claw

-3 Infiltrate (if mounted in a Wave Serpent)

Howling Banshees

-1 Executioner

-1 if the army contains Doom

Troops

Guardians

-1 each unit (-2 if army contains an Avatar)

-1 each Bright Lance

Storm Guardians

-1 each unit of Storm Guardians

-1 second Flamer/Destructor

Guardian Jetbikes

-2 each first and second unit of Guardian Jetbikes

-3 each third and fourth unit of Guardian Jetbikes

-4 each unit after the fourth of Guardian Jetbikes

Rangers

-1 each unit of Rangers

-2 each unit of Pathfinder

Wraithguards (only if taken as Troops)

-3 each unit of Wraithguard

-4 each Conceal

-1 each Enhance

Dire Avengers

- 1 each unit of Dire Avengers
- 2 at least one Falcon in the army*
- 1 each Bladestorm (including Asurmen)

Fast Attack

Swooping Hawks

- +0,5 each Swooping Hawk in the first unit
- 2 each Skyleap (including Baharroth)

Shining Spears

- +1 each unit of Shining Spears
- +0,5 each Shining Spear model in the first unit

Warp Spiders

- +1 each unit of Warp Spiders
- 0,5 each model in the unit
- 0,5 each Exarch with additional Death Spinner
- 1 each Withdraw

Vyper Squadron

- 1 each Vyper

Heavy Support

Wraithlord

- 5 each Wraithlord
- 1 each Brightlance

Support Weapon Battery

- 2 each D-Cannon Battery

War Walker Squadron

- 1 first War Walker squadron
- 2 second War Walker squadron
- 3 third War Walker squadron
- 1 each Bright Lance / Eldar Missile Launcher
- 1 each Scatter Laser (-1,5 for each after the 4th on War Walkers in the army)
- 0,5 each Starcannon / Shuriken Cannon
- 1 each War Walker if army contains Guide, only count this for the largest unit of War Walkers in the army (or the largest and second largest in case of two Guide)

Falcon / Fire Prism

- 5 each Falcon / Fire Prism
- 6 each Holo-field

Night spinner

- 8 each Night spinner
- 6 each Holo-field

Dark Reapers

- 2 each unit of Dark Reapers

Vehicles

Wave Serpents

- 4 each Wave Serpent
- 1 each Bright Lance / Eldar Missile Launcher
- 0,5 each Scatter Laser / Star cannon

Vehicles and Monstrous creatures (MC)
(units of vehicle count as one vehicle, vipers does not count at all)

- 1 each of vehicle/MC 2-3
- 2 each of vehicle/MC 4-5
- 3 each of vehicle/MC 6-8
- 4 each additional vehicle/MC

Grey Knights

Grey Knights starts at 103 KP.

HQ

-15 Lord Draigo
-5 if Land Raider / Stormraven is present*

-9 Grandmaster Mordrak
-2 if Land Raider / Stormraven is present*

Ghost knights
-4 each unit
-1 each Ghost (-1,5 if Brotherhood Banner is present)
-3 first Daemon hammer

-5 Brother-Captian Stern
-2 if Land Raider / Stormraven is present*

+/-0 Castellan Crowe

-9 Inquisitor Coteaz
-1 if Land Raider / Stormraven is present*

-5 Inquisitor Karamazov

-3 Inquisitor Valeria
-1 if Land Raider / Stormraven is present*

Grand Master/Brother-Captain
-7 each Grand Master
-2 each Brother-Captain
-2 Psycannon
-2 Warding stave
-2 Daemon hammer
-1 Blind grenades
-6 Psychotroke grenades
-3 Rad grenades
-2 if Land Raider / Stormraven is present*
-1 each of the first three Servo Skulls in the army

Librarian
-3 each Librarian (-4 if a Dreadnought / Venerable Dreadnought is present in the army)
-3 Warding Stave
-1 Dark Excomunication
-2 Might of Titan
-2 Quicksilver
-5 Sanctuary
-4 The Shrouding
-5 Warp Rift (-8 if a Stormraven is present)
-1 each of the first three Servo Skulls in the army

Brotherhood Champion
-2 each Brotherhood Champion
-3 if Land Raider / Stormraven is present*

Ordo Malleus Inquisitor
-1 Combi-melta

-1 Power Fist / Daemon hammer / Thunder hammer
-1 Daemonblade
-2 Psycannon
-1 Psyker
-1 each of the first three Servo Skulls in the army

Ordo Hereticus Inquisitor
-1 Combi-melta
-1 Power Fist / Thunder hammer
-2 Null rod
-1 Psyoccolumn
-1 Psyker
-1 each of the first three Servo Skulls in the army

Ordo Xenos Inquisitor
-1 Combi-melta
-1 Psyker
-3 Rad grenades
-6 Psychotroke grenades
-1 Conversion beamer
-1 each of the first three Servo Skulls in the army

Elite

Inquistorial Henchmen Warband
+1 each Warband
-2 each Warband taken as troops
-1 first Banisher
-1 first Eviscerator
-1 first Crusader
-0,5 2nd and 5th Crusader
+0,5 every third Daemonhost
-2 first Deathcult Assassin
-1 2nd and 5th Deathcult Assassin

-1 each Servitor with Multi-melta
-2 first and second Jokaero
-1 each additional Joakaero
-3 first Mystic (only count if a Librarian with the Summoning is present)
-2 4th Psyker
-1 5th Psyker
-1 6th Psyker
-1 each model with Meltagun
-1 every second Plasma gun

Techmarine

-2 Warding stave
-1 Blind grenades
-3 Rad grenades
-6 Psychotroke grenades
-2 Conversion Beamer
-1 Vindicare Assassin present in the army
-1 each of the first three Servo Skulls in the army

Venerable Dreadnought

-See Heavy Support > Dreadnought

Purifier squad

-6 each unit of Purifiers
-4 if numbering 10 models
-2 each unit of Purifiers taken as troops (-3 if numbering 10 models)
-1,5 each Psycannon
-1 each Warding stave
-3 first Daemon hammer
-1 Psybolt ammunition (-2 if there is at least 6 Storm bolters in the unit)

Paladin Squad

-2 each unit of Paladins taken as troops (-3 if numbering 10 models)
-1 each Paladin (-2 if an Apothecary is present in the unit)
-0,5 each wound allocation group after the 1st
-1 if numbering 10 models
-0,5 every 2nd Force halberd
+0,5 every 3rd Pair of Nemesis falchions
-2 each Psycannon
-3 first Daemon hammer
-4 each Warding stave
-1 Psybolt ammunition (-2 if there is at least 6 Storm bolters in the unit)

-4 Callidus Assassin

-3 Eversor Assassin

-1 Culexus Assassin

-5 Vindicare Assassin (-8 if at least one vehicle with fire points is present in the army)

Troop

Grey Knight Terminator Squad

-4 each Terminator Squad
-0,5 each Terminator after the 5th in each unit
-1,5 if numbering 10 models
-2 each Psycannon
+0,5 every 3rd Pair of Nemesis falchions
-2 first Daemon hammer
-1 first Warding stave

-1 Psybolt ammunition (-2 if there is at least 6 Storm bolters in the unit)
-2 Justicar Thawn

Strike Squad

-2 each Strike Squad
-1 if numbering 10 models
-1,5 each Psycannon
+1 each Incinerator
+0,5 every 3rd Pair of Nemesis falchions
-1 first Daemon hammer (-3 if Justicar has a Daemon Hammer)
-1 each Warding stave
-1 Psybolt ammunition (-2 if there is at least 6 Storm bolters in the unit)

Fast Attack

Stormraven gunship

-8 first Stormraven
-12 each additional Stormraven
-3 each Multi-melta

Grey Knight Interceptor Squad

-3 each Inceptor squad
-1 if numbering 10 models
-1,5 each Psycannon
+0,5 every 3rd Pair of Nemesis falchions
-1 first Daemon hammer (-3 if Justicar has a Daemon Hammer)
-1 each Warding stave
-1 Psybolt ammunition (-2 if there is at least 6 Storm bolters in the unit)

Heavy Support

Purgation Squad

-1 each Purgation Squad
-1,5 each Psycannon

-1 first Daemon hammer (-3 if Justicar has a Daemon Hammer)
-1 Warding stave
-1 Psybolt ammunition (-2 if there is at least 6 Storm bolters in the unit)

Nemesis Dreadknight
-4 each Dreadknight
-4 Personal Teleporter
-1 Nemesis Greatsword

Dreadnought (both normal and venerable)
-3 Each Dreadnought
-1 First Closecombat weapon (-3 if storm raven is present)
-1 Second twin-linked autocannon on each dreadnought
-1 first twin-linked autocannon in the army (only count if psybolt ammunition is taken)
-2 second twin-linked autocannon in the army (only count if psybolt ammunition is taken)
-3 each additional twin-linked autocannon in the army (only count if psybolt ammunition is taken)
-0,5 Assault Cannon (only count if psybolt ammunition is taken)
-2 Venerable

Land Raiders
-15 first Land Raider
-22 each additional Land Raider
+3 each Redeemer
+1 each Crusader
-2 each Multi-melta

-1 Psybolt ammunition (-1,5 on Redeemer / -2,5 on Crusader)

Vehicles

-3,5 each Rhino

Razorback
-3,5 each Razorback
+1 Twin-linked Heavy Flamer
-1 Psybolt ammunition (only count this for Razorbacks with Heavy bolters or Assault cannons)

-4 each Chimera

Vehicles and Monstrous Creatures (MC)
(Land Raiders count as two)

-1 each of vehicle/MC 2-3
-2 each of vehicle/MC 4-5
-3 each of vehicle/MC 6-8
-4 each additional vehicle/MC

Imperial Guard

A Imperial guard army starts at 102 KP

HQ

Company Command Squad

- 1 each Company Command Squad
- 1 each Lascannon / Autocannon / Heavy Flamer / Meltagun
- 0,5 each Missile launcher / Heavy Bolter
- 1 every second Plasma gun
- 3 Regimental Standard
- 3 Astropath (-6 if the army includes Creed or Al'Rahem)
- 3 Master of Ordnance
- 3 Officer of the Fleet
- 8 Straken
- 7 Creed
- 2 Krell
- +3 Nork Deddog

Primaris Psyker

- 2 each Primaris Psyker

Ministorum Priest

- +1 each Ministorum Priest
- 1 Eviscerator

-8 Commissar Yarrick

Atlas Recovery Vehicle

- 2 each Atlas Recovery Vehicle

Salamander Command Vehicle

- 3 each Salamander Command Vehicle

Lord Commissar

- 2 each Lord Commissar
- 5 Camo Cloak

If the army includes a infantry platoon that does not have a Commissar in any of the infantry squads it gives the following additional penalty:

- 2 3rd Infantry Squad in the platoon
- 3 4th Infantry Squad in the platoon
- 4 5th Infantry Squad in the platoon
- 1 each Power Weapon in a Infantry Squad in the platoon

If the army includes a conscript squad it gives the following additional penalty.

- 1 21st Conscript model in the Platoon
 - 2 31st Conscript model in the Platoon
 - 3 41st Conscript model in the Platoon
- Count only the Infantry or Conscript Platoon that gives the highest additional penalty.

The second Commissar Lord in the army counts the platoon that gives the second highest penalty.

Elites

Ogryn Squad

- 0,5 each Ogryn

-2 Guardsman Marbo

Psyker Battle Squad

- 4 each Sanctioned Psyker

Ratling Squad

- 0,5 each second Ratling

Storm Troopers

- +1 each unit of Storm Troopers
- 1 each Meltagun
- 1 every second Plasma gun

Quad Launcher

- 2 each Quad Launcher

Trojan

- 1 first Trojan
- 2 each additional Trojan

Heavy Mortar

- 4 each Heavy Mortar
- 3 each Smoke Shells

Troops

Platoon Command Squad

- 0,5 each Platoon Command Squad
- 1 each Autocannon / Heavy Flamer / Meltagun / Lascannon
- 0,5 each Missile Launcher / Heavy Bolter
- 1 every second Plasma gun
- 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)

Heavy Weapons Squad

- +1 each Heavy Weapons Squad
- 1 each Lascannon / Autocannon
- 0,5 each Missile Launcher / Heavy

Bolter

Infantry Squad

-0,5 each Infantry Squad

-1 each Autocannon / Lascannon

-0,5 each Missile Launcher / Heavy

Bolter / Meltagun

Commissar (only count this once per

Platoon that includes at least one

Commissar)

-1 2nd Infantry Squad

-3 3rd Infantry Squad

-4 4th Infantry Squad

-4 5th Infantry Squad

-1 each Power Weapon in a Infantry

Squad in a platoon that includes at least

one Commissar

Special Weapons Squad

+1 each Special Weapons Squad

-1 each Meltagun / Demolition Charge

-1 every second Plasma gun

Conscripts

-1 each 'Send in the Next Wave'

Veteran Squad

-1 each Autocannon / Lascannon /

Meltagun

-0,5 each Missile Launcher / Heavy

Bolter

-1 every second Plasma gun

-1 Forward Sentries / Demolitions

-1 Sergeant Bastonne

Fast Attack

Sentinel Powerlifter

-1 each Sentinel Powerlifter

Scout Sentinel Squadron

-1 each Scout Sentinel

Armoured Sentinel Squadron

-0,5 each Armoured Sentinel

Rough Rider Squad

-0.5 each second Rough Rider

Hellhound Squadron

-1 each Hellhound Squadron

-3 each Hellhound / Bane Wolf / Devil

Dog

Valkyrie Assault Carrier Squadron

-1 each Valkyrie Assault Carrier

Squadron

-2 each Valkyrie Assault Carrier

-1 each Multiple Rocket Pods / Heavy

Bolter sponsons

Vendetta Gunship Squadron

-3 each Vendetta Gunship Squadron

-6 each Vendetta Gunship

-1 Heavy Bolter sponsons

Cyclops

-2 each Cyclops

Taurus Squadron

-2 each Squadron

Taurus Venator Squadron

-1 each Squadron

-1 each Taurus Venator

-1 each Twin-linked Lascannon

Salamander Scout Vehicle

-1 each Salamander Scout Vehicle

Heavy Support

Leman Russ Squadron

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

-5 each Battle Tank / Demolisher / Executioner

-3 each Exterminator / Vanquisher / Punisher

-1 each Eradicator

-1 each pair of Plasma Cannon sponsons

-1 Knight Commander Pask

Valkyrie Sky Talon

+/-0

Thunderer

-8 each Thunderer

Destroyer Tank Hunter

-2 each Destroyer Tank Hunter

Earthshaker Platform

-4 each Earthshaker Platform

Hydra Platform

-2 each Hydra Platform

Leman Russ Annihilator

-7 each Leman Russ Annihilator

Leman Russ Conqueror

-8 each Leman Russ Conqueror

Turret Emplacement

-2 Executioner Plasma Cannon /

Demolisher Cannon / Vanquisher Cannon

-3 Battle Cannon

Hydra Flak Tank Battery

-1 each Hydra Flak Tank Battery

-6 each Hydra

Ordnance Battery

-1 each Ordnance Battery

-3 each Basilisk / Medusa / Colossus

Manticore Rocket Launcher

-9 each Manticore

Deathstrike Missile Launcher

-1 each Deathstrike

Vehicles

Chimeras

-3 each Chimera

Centaur

-2 each Centaur

Vehicles (each vehicle counts as one vehicle even when used in a squadron, a squadron of Armoured Sentinels counts as one vehicle, other Sentinels, Cyclops, Taurus and Taurus Venators does not count, emplacements and platforms does count)

-1 each of vehicle 2-3

-2 each of vehicle 4-5

-3 each of vehicle 6-8

-4 each additional vehicle

Necrons

A Necron army starts at 110 KP.

HQ

- 25 Nightbringer
- 20 The Deceiver

Necron Lord

- 5 Destroyer Body
- 8 Resurrection Orb
- 5 Veil of Darkness

Elites

- Pariahs
- +0,5 each Pariah

Immortals

- 1 each Immortal

Troops

- 1 each unit of Necrons Warriors

Fast Attack

Destroyers

- 2 each of the 1st to 5th Destroyer
- 3 each of the 6th to 10th Destroyer
- 4 each additional Destroyer
- 2 second unit of Destroyers
- 4 third unit of Destroyers

Wraiths

- 1 each unit of Wraiths
- 4 second unit of Wraiths (only count this penalty if at least one Tomb Spyder is present in the army)

Scarabs

- 1 each Scarab base after the 5th in a unit

Heavy Support

Heavy Destroyers

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

Monolith

- 20 first Monolith
- 25 second Monolith
- 20 third Monolith

Tomb Spyder

- 3 each Tomb Spyder

Vehicles

Vehicles and Monstrous creatures (MC)

- 1 each of vehicle/MC 2-3
- 2 each of vehicle/MC 4-5
- 3 each of vehicle/MC 6-8
- 4 each additional vehicle/MC

Orks

An Ork army starts at 100 KP.

HQ

Ghazghkull Thraka

-18 Ghazghkull Thraka

-7 if there is at least one transport in the army

-8 Wazdakka Gutsmek

-4 Mad Dok Grotsnik

Warboss

-7 Bike

-4 Power Klaw (including Mega Armour)

-1 Bosspole

-1 Attack Squig

-2 Cybork Body

Big Mek

-5 Kustom Force Field (see additional KFF penalty)

-2 Shokk Attack Gun

-1 Bosspole

-1 Power Klaw (including Mega Armour, -2 if model has a Bike)

-1 Bike (-2 if the army contains Nob Bikers)

Weirdboy

+2 each Weirdboy (-4 if Warphead)

+/-0 Old Zogwort

Elite

Nobz

-2 each unit taken as Troops

-1 each Nob if the unit includes a

Painboy (-2 if on Warbike)

-1 each Warbike, if there is an IC with Warbike and T5(6) in the army

-1 third and fourth Nob on Warbikes

-2 fifth Nob on Warbikes

-3 sixth Nob on Warbikes

-4 seventh Nob on Warbikes

-5 eighth Nob on Warbikes

-6 ninth Nob on Warbikes

-7 tenth Nob on Warbikes

-3 each of the first and second Power

Klaw

-2 each additional Power Klaw

-2 Waaagh! Banner

-1 first Bosspole

Meganobz

-2 each unit taken as Troops

-1 each of the fourth and fifth Meganob

-2 each of the sixth and seventh

Meganob (-1 if there are no Battlewagon in the army)

-3 each Meganob above seven (-1 if there are no Battlewagon in the army)

-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

Burna boyz

-3 each unit of Burna boyz

Lootas

-5 each unit

-1 each model after the 8th

Tankbustas

-1 each unit of Tankbustas

-3 Power Klaw

-1 Bosspole

Kommandos

-3 Power Klaw

-1 Big Choppa

-1 Bosspole

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

-5 each Independent Character with Power Klaw and/or Warbike in an army that contains Boss Snikrot

Mekboy Junka (Elites or as transport)

-3 each Mekboy Junka

-2 each Grot Bomb

-2 Shokk Attack Gun

-2 Kustom Force Field (see additional KFF penalty)

-6 Death Rolla

Grot Tank Battle Mob

-2 each Grot Tank

-1 each Kommanda

-1 second squadron

-2 third squadron

Troops

Ork boyz

-0,5 for each five or part of five models in the unit (-1 if the unit has a Power Klaw)

+1 each unit of 'Ardboyz (+2 if the unit numbers 20 or more boyz)

-1 Bosspole

-1 Power Klaw

Gretchins

-2 each unit of Gretchin

+1 each of the 20th and the 30th

Gretchin in the unit

Fast Attack

Stormboyz

-0,5 each second Stormboyz

-3 Power Klaw

-1 Bosspole

-5 Boss Zagstruk

Warbuggies

-1 each Warbuggy

-2 second squadron

-4 third squadron

Warbikers

-3 Power Klaw

-1 Bosspole

-2 if taken as Troops

Deffkoptas

-2 each unit of Deffkoptas

-1 each Buzzsaw

Warkopta

-3 each Warkopta

Heavy Support

Battlewagon

-10 first Battlewagon

-15 each additional Battlewagon

+5 'Ard Case

-6 Deff Rolla

-3 Boarding Plank

-1 each Grot Riggers / Reinforced Ram /

Red Paintjob

Deff Dread

-4 each Deff Dread

Killa Kans

-2 each Killa Kan

-1 each Grotzooka

Big Gunz Battery

-2 each Big Gun Battery

Looted Wagon

-1 Boomgun

-2 Boarding Plank

Flash Gitz

+0,5 each model in the unit

-4 Painboy

+2 Kaptin Badrukk

Gun Trukk

-1 each Gun Trukk

-1 each ZZap Gun / Flakka Guns

-2 each Big-Zzappa / Supa-Scorcha

Big Trakk

-3 each Big Trakk

-1 each ZZap Gun / Flakka Guns

-2 each Big-Zzappa / Supa-Scorcha /

Killkannon / Supa-Kannon

-6 each Death Rolla

-1 each Boarding Plank / Reinforced Ram

Gun Wagon

-6 first Gun Wagon

-10 each additional Gun Wagon

-2 each Bording Plank

+3 first 'Ard Case

Mega-dread

-6 each Mega-dread

-1 each Mega-Charga

-1 each Grot Riggers

Kustom Meka-dread

-7 each Meka-dread

-1 each Mega-Charga

-2 Kustom Force Field (see additional KFF penalty)

Big Squiggoth

-4 each Big Squiggoth

Horde (Count all infantry, jump infantry, bikes and jetbike models, except grots, in the army. Count only the highest penalty. Wargear such as Attack Squigs does not count)

- 1 50
- 2 59
- 3 68
- 4 76
- 5 84
- 6 91
- 7 98
- 8 104
- 9 110
- 10 115
- 11 120
- 12 124
- 13 128
- 14 131
- 15 134
- 16 136
- 17 138
- (17+X) 138+X or more models

Kustom Force Field

Count these penalties for an army that includes at least one Kustom Force Field. This can't give a total penalty of more than -20.

- 4 each Battlewagon
- 2 each Deffdread / Gun Wagon
- 1 each Killa Kan / Trukk / Mekboy Junka / Looted Wagon / Gun Trukk / Big Trakk

Vehicles

- Trukks
- 2 each Trukk
- 1 each Reinforced ram

Vehicles (trucks and buggies does not count, each Killa Kan counts as one vehicle)

- 1 each of vehicle 2-3
- 2 each of vehicle 4-5
- 3 each of vehicle 6-8
- 4 each additional vehicle

Sisters of Battle

Sisters of battle start at 105 KP.

HQ

Saint Celestine -12

Kyrinov -2

Uriah Jacobus -10

Canoness

+1 each Canoness

-2 Eviscerator

Confessor

+1 each Confessor

-2 Eviscerator

Command Squad

-1 Simulacrum Imperialis

-1 each meltagun

-2 each multi-melta

Battle Conclave

-1 first Crusader

-0,5 2nd and 5th Crusader

-2 first Deathcult Assassin

-1 2nd and 5th Deathcult Assassin

Elites

Priest

+1 each Priest

-1 each Eviscerator

Celestian Squad

-1 each meltagun/ combi-melta

Repentia Squad

-2 each unit

-1 6th Repentia

+4 if no transports* in the army

Troops

Battle Sister Squad

-1 Each unit

-1 each meltagun/ combi-melta

-1 simulacrum imperialis

Fast Attack

Serpaphim Squad

-1 every second handflamer

-1 Each modell with inferno pistols

-2 Eviscerator

Dominions

-3 each unit with a dedicated transport*

(-4 if the dedicated transport is an immolator)

-1 each flamer/ combi-flamer

-1 each meltagun/ combi-melta

-1 simulacrum imperialis

Heavy Support

Retributor Squad

-1 each heavy bolter

-1 simulacrum imperialis

Exorcist

-7 first Exorcist

-9 second Exorcist

-10 third Exorcist

Penitent Engine

+1 each unit

Vehicles

-3 each Rhino / Repressor

Immolator

-2 each Immolator

-1 each Multi-melta

Vehicles

-1 each of vehicle 2-3

-2 each of vehicle 4-5

-3 each of vehicle 6-8

-4 each additional vehicle

Space Marines

A Space Marine army starts at 102 KP.

HQ

Chapter Master / Captain

+1 each Captain

-1 each pair of Lightning Claws

-2 Power Fist / Thunder Hammer / Relic Blade / Chainfist (-3 if combined with Storm Shield)

-1 Storm Shield

-1 Artificer Armour / Terminator Armour

-1 at least one Land Raider in the army*

-2 Jump pack

-3 Bike (-4 if combined with Artificer Armour and storm shield)

Honour Guard

+0,5 each Honour Guard model after the second

Command Squad

-5 each Command Squad on Bikes

-1 each Meltagun / Combi-melta / Storm Shield / Lightning Claw

-1 each Power Weapon (only if mounted on a Bike)

-1 every second Plasma gun / Combi-plasma

-3 each Power Fist / Thunder Hammer

-3 Drop Pod (-0,5 extra for each Meltagun or Combi-Melta in the squad)

Master of the Forge

-2 Conversion Beamer (if mounted on a Bike)

Chaplain

-2 Jump pack

-3 Bike / at least one Land Raider in the army*

Librarian

-2 each Librarian

-2 Gate of Infinity (-4 if army includes Locator Beacon)

-2 Null Zone

-1 Avenger

-2 Jump pack

-3 Bike

-1 Storm Shield

Cassius

-2 Cassius

-2 at least one Land Raider in the army*

Khan

-2 Khan

-2 Moondrakkan or at least one Land Raider in the army*

-1 each unit or character with Bike or Jump Pack

-2 each Land Raider that is able to Outflank

Shrike

-8 Shrike

-4 if a squad with jump packs or bikes are present in the army

Tigurius

-4 Tigurius

-1 each unit able to outflank in the army

-1 every two drop pods in the army

Lysander

-9 Lysander

-5 at least one Land Raider in the army*

-2 at least one Drop pod in the army if no Land Raider is present in the army*

Kantor

-8 Kantor

-3 at least one Land Raider in the army*

Vulkan

-6 Vulkan

-2 at least one Land Raider in the army*

-1 for each Multi-Melta Vulkan makes twin-linked that is mounted on a Land Speeder, a Land Speeder Storm, an Attack Bike or a Land Raider of any type.
-0,5 for each other weapon (other than his own) Vulkan makes master-crafted or twin-linked

Damocles Command Rhino

-1 Damocles Command Rhino

-0,5 each unit able to outflank in the army

-0,5 for every two drop pods in the army

Calgar

-10 Calgar

-5 at least one Land Raider in the army*

-2 at least one Drop pod in the army if no Land Raider is present in the army *

-4 Sicarius

Elite

Assault Terminators

- 1 each Terminator
- 1 each Storm Shield (-2 for the first Storm Shield in each unit)
- 1 each unit of 10 Terminators
- +3 if there are no Land Raiders in the army*

Terminators

- 1 each Terminator
- 1 each unit of 10 Terminators
- 2 each Cyclone Missile Launcher

Dreadnoughts (Elite or Heavy Support)

- 2 each Dreadnought
- 1 first Dreadnought Close Combat Weapon on each Dreadnought (-3 if mounted in a Drop Pod)
- 1 second Twin-linked Autocannon on each Dreadnought
- 1 each Venerable Dreadnought
- 1 Drop Pod (-3 for Ironclad Dreadnought, -2 if Dreadnought has Multi-melta)

Techmarine

- +1 each Techmarine

Sternguards

- 1 each unit of Sternguards
- 2 each scoring unit of Sternguards (-3 if the unit numbers 10 models)

-2 each Lascannon

- 1 each of all other heavy weapons
- 1 each Meltagun / Combi-melta
- 1 every second Plasma gun / Combi-plasma
- 2 each Power Fist
- 3 Drop Pod (-0,5 extra for each Meltagun or Combi-Melta in the squad)

Legion of the Damned

- +1 each Squad
- +0,5 each Legionnaire
- 3 each Power fist
- 1 each Combi-melta / Multi-melta / Meltagun

Troops

Scout Squad

- 1 each Scout Squad (-2 if numbering 10 models)
- 2 each Power Fist
- 1 each Combi-melta
- 2 each Land Speeder Storm*

Tactical Squad

- 1 each Tactical Squad (only if the unit has a dedicated transport)
- 1 each unit numbering 10 models
- 1 second Plasma gun / Combi-plasma
- 2 each Power Fist
- 1,5 Lascannon
- 1 each Missile Launcher / Plasma Cannon / Multi-Melta / Meltagun / Combi-melta
- 3 Drop Pod (-0,5 extra for each Meltagun or Combi-Melta in the squad)

Fast Attack

Land Speeder Squadron / Land Speeder storm

- 1 second squadron or Land Speeder Storm
- 2 third squadron or Land Speeder Storm
- 1 each Land Speeder Storm
- 1 each Assault cannon (not on a Land Speeder Storm)
- 1 second Heavy Bolter and/or Heavy Flamer on each Speeder
- 2 each Multi-Melta (not on a Land Speeder Storm)
- 4 each Typhoon Missile Launcher

Attack Bike

- 1 first and second squadron
- 2 third squadron
- 1 each Heavy Bolter
- 2 each Multi-melta

Scout Bike Squadron

- +1 each Scout Bike Squadron
- 3 each Power Fist
- 2 Cluster Mines
- 1 each Combi-melta

Vanguards

- +1 each Vanguard model with a Jump Pack
- 3 first Power Fist / Thunder Hammer (-2 if unit is without Jump Packs)
- 1 each Power Weapon / Lightning Claw / pair of Lightning Claws / Relic Blade / Power Fist or Thunder Hammer (up to a maximum of -2, first Power Fist /

Thunder Hammer is not counted)

-1 each Storm Shield

-1,5 if army includes Locator Beacon and the unit is equipped with Jump Packs

Assault Marines

+1 each unit without jump packs

-1 Power Weapon / Lightning Claw / pair of Lightning Claws

-3 Power Fist / Thunder Hammer (-2 if unit is without Jump Packs)

Bike Squadron

-2 each unit taken as Troops (-3 if the squad is able to form combat squads)

-1 Combi-melta / Multi-melta / Meltagun / Plasma gun

-1 Attack Bike

-3 Power Fist

Heavy Support

Thunderfire Cannon

-3 first Thunderfire Cannon

-4 second Thunderfire Cannon

-5 third Thunderfire Cannon

Devastator squad

-1 each Missile Launcher

-0,5 each Lascannon / Plasma Cannon

-2 Power Fist

-1 Drop Pod

Whirlwind

-1 each Whirlwind

Predator

-3 each predator

-1 Heavy Bolter sponsons

-2 Lascannon sponsons

-1 second Predator

-2 third Predator

Vindicator

-4 each Vindicator

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

-15 first Land Raider

-22 each additional Land Raider

+4 each Redeemer

+2 each Crusader

-2 each Multi-Melta

Vehicles

Rhino / Razorback

-3 each Rhino

-3 each Razorback

-2 each Twin-linked Multi-Melta

+1 each Twin-linked Heavy Flamer

Vehicles (each unit of vehicles counts as one vehicle, Land Raiders count as two, Drop Pods does not count)

-1 each of vehicle 2-3

-2 each of vehicle 4-5

-3 each of vehicle 6-8

-4 each additional vehicle

Space Wolves

A Space Wolves army starts at 100 KP.

HQ

Wolf Lord

+1 each Wolf Lord

-1 pair of Wolf Claws / Frost Blade / Frost Axe

-1 Single Wolf Claw if combined with Storm Shield

-2 Power Fist / Thunder Hammer / Chainfist (-3 if combined with Storm Shield)

-2 Storm Shield

-1 Belt of Russ

-1 Runic Armour / Terminator Armour
-1 if there is at least one Land Raider in the army able to transport the lord

-2 Jump pack

-3 Bike (-4 if combined with Runic Armour and Storm shield)

-6 Thunderwolf Mount (-8 if combined with Runic Armour and Storm shield / belt of russ)

-2 Saga of the Bear (-4 if combined with Bike)

-3 Saga of the Warrior Born

-6 Bjorn the Fell Handed

-20 Njal Stormcaller

-10 Canis Wolfborn

Ulrik the Slayer

-1 Ulrik the Slayer

-2 at least one Land Raider or Drop Pod in the army*

Ragnar Blackmane

-7 Ragnar Blackmane

-3 at least one Land Raider or Drop Pod in the army*

Logan Grimnar

-9 Logan Grimnar

-5 at least one Land Raider or Drop Pod in the army*

Wolf Priest

-2 Jump pack

-3 Bike / at least one Land Raider in the army*

-1 Saga of the Warrior Born

-3 Saga of the hunter

Rune Priest

-3 each Rune Priest

-1 Chooser of the Slain

-2 Living Lightning

-2 Storm Caller

-3 Tempest's Wrath

-5 Murderous Hurricane

-15 Jaws of the World Wolf (-20 at least one Drop Pod in the army*)

-1 Jump pack (-3 if combined with Jaws of the World Wolf)

-2 Bike (-5 if combined with Jaws of the World Wolf)

Wolf Guard Battle Leader

+1 each Wolf Guard Battle Leader

-1 pair of Wolf Claws / Frost Blade / Frost Axe

-1 Single Wolf Claw if combined with Storm Shield

-2 Power Fist / Thunder Hammer / Chainfist (-3 if combined with Storm Shield)

-2 Storm Shield

-1 at least one Land Raider in the army*

-1 Jump pack

-2 Bike (-3 if combined with Runic Armour and Storm shield)

-4 Thunderwolf Mount (-6 if combined with Runic Armour and Storm shield / belt of russ)

-2 Saga of the Warrior Born

-3 Saga of the hunter

Damocles Command Rhino

-1 Damocles Command Rhino

-0,5 each unit able to outflank in the army

-0,5 for every two drop pods in the army

Elites

Iron Priest

-1 Thunderwolf mount

-0,5 each Cyber wolf

Wolf Scouts Pack

-3 each Wolf Scouts Pack (-5 if one or more Characters with Saga of the Hunter is present in the army)

-1 each Meltagun / combi-melta

-1 every second Plasma gun / Combi-plasma

-1 unit has Meltabombs (not counting Meltabombs on Wolf Guard)
-1 each Claw (single or pair) / Frost Blade / Frost Axe
-2 each Power Fist / Thunder Hammer

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

-2 each unit chosen as Troops
-1 each model on Bike / in Terminator Armour (-0,5 if model has combi-melta)
-1 each Wolf Claw (single or pair) / Frost Blade / Frost Axe (-0 if model has Terminator Armour)
-2 each Power Fist / Thunder Hammer / Chainfist (-0 if model has Terminator Armour)
-1 each Combi-melta
-1 every second Combi-plasma
-1 each Storm Shield
-2 each Cyclone Missile Launcher
-2 Arjak Rockfist
-3 Drop Pod (-0,5 extra for each Combi-Melta in the squad)

Lone Wolf

-2 Power Fist / Thunder Hammer / Chainfist
-2 Storm Shield

Dreadnoughts

-2 each Dreadnought
-1 first Dreadnought Close Combat Weapon (-3 if mounted in a Drop Pod)
-1 second twin linked autocannon on

each Dreadnought

-1 Venerable
-1 Wolftooth necklace
-1 Drop Pod (-2 if Dreadnought has Multi-melta)

Troops

Grey Hunters

-2 each Grey Hunter Pack
-1 each Frost Blade / Frost Axe / Wolf Claw (single or pair)
-1 each Power Fist / Thunder Hammer / Chainfist (-2 if on Wolf Guard)
-1 each Wolf Standard
-1 each Meltagun, Combi-melta
-1 every second Plasma gun / Combi-plasma
-1 each Assault Cannon
-3 each Cyclone Missile Launcher
-3 Drop Pod (-0,5 extra for each Combi-Melta / Meltagun in the squad)

Blood Claws

-1 each Blood Claw Pack
-1 each Frost Blade / Frost Axe / Wolf Claw (single or pair)
-1 each Power Fist / Thunder Hammer / Chainfist (-2 if on Wolf Guard)
-1 each Combi-melta
-1 each Assault Cannon
-3 each Cyclone Missile Launcher
-4 Lukas the Trickster
-2 Drop Pod (-0,5 extra for each Combi-Melta / Meltagun in the squad if the unit

has a Wolf Guard leader)

Fast Attack

Swiftclaw Biker Pack

+1 each Swiftclaw Biker Pack (+0 if unit has a Wolf guard leader)
-1 each 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 meltagun, combi-melta

Skyclaw Assault Pack

-1 each Power Weapon
-2 each Power Fist

Land Speeder Squadron

-1 second squadron
-2 third squadron
-1 each Assault cannon
-1 second Heavy bolter and/or Heavy flamer on each Speeder
-2 each Multi-Melta
-4 each Typhoon Missile Launcher

Fenrisian Wolf Pack (Fast Attack or Troops)

-1 each Fenrisian Wolf Pack
Only count the penalty below for the first unit of Fenrisian wolves and if there are no units of Thunderwolf Cavalry:
-1 each Wolf Lord on Thunderwolf Mount (-2 if he has Runic Armour)
-1 each Wolf Guard Battle Leader on Thunderwolf Mount that has Runic Armour

Thunderwolf Cavalry

- 3 second unit
- 6 third unit
- 2 each Thunderwolf Cavalry model
- 3 each Storm Shield
- 1 each Frost Blade / Frost Axe / Wolf Claw

- 3 each Power Fist / Thunder Hammer

Only count the following penalties for one of the Thunderwolf Cavalry Units in the army:

- 2 each Wolf Lord on Thunderwolf Mount (-3 if he has Runic Armour)
- 1 each Wolf Guard Battle Leader on Thunderwolf Mount (-2 if he has Runic Armour)

Heavy Support

Long Fangs

- 2 each unit of Long Fangs
- 1 each of missile launcher 1-5
- 1,5 each of missile launcher 6-10
- 2 each of missile launcher 11+
- 0,5 each Lascannon / Plasma Cannon
- 1 each Assault Cannon
- 2 each Cyclone Missile Launcher
- 1 Drop pod (-3 if Logan Grimnar is present in the army)
- 0,5 each Multi melta if unit has Drop pod and Logan Grimnar is present in the army

Whirlwind

- 1 each Whirlwind

Predator

- 3 each predator
- 1 Heavy bolter sponsons
- 2 Lascannon sponsons
- 1 2nd Predator
- 2 3rd Predator

Vindicator

- 4 each Vindicator

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

- 14 first Land Raider
- 21 each additional Land Raider
- +3 each Redeemer
- +1 each Crusader
- 2 each Multi-Melta

Vehicles

Rhino / Razorback

- 3 each Rhino
- 3 each Razorback
- 2 each Twin-linked Multi-Melta
- +1 each Twin-linked Heavy Flamer

Vehicles (each unit of vehicles counts as one vehicle, Land Raiders count as two, Drop Pods does not count)

- 1 each of vehicle 2-3
- 2 each of vehicle 4-5
- 3 each of vehicle 6-8
- 4 each additional vehicle

Tau Empire

Crisis Suits

A Tau army begins at 111 KP.

HQ

Commander

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

-3 Positional Relay

-1 each Iridium Armour / Stimulant Injectors

Commander Bodyguard

See Crisis Suit Entry

Ethereal

-2 each Ethereal

-1 if there is at least one unit with two or more Broadsides in the army

Shadowsun

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

-6 O'Shovah

+2 Aun'va

Elites

Stealth Suits

-0,5 each Stealth Suit

Sniper Drones

-2 first Sniper Drone Team

Goaded- and Mounted Great Knarloc

Herd

+1 each Great Knarloc Herd

Vehicles

Devilfish

-2 each Devilfish

-1 each Smart Missile System

-2 each Disruption Pod

Vehicles (each unit of vehicles counts as
one vehicle)

-1 each of vehicle 2-3

-2 each of vehicle 4-5

-3 each of vehicle 6-8

-4 each additional vehicle

Tyranids

Tyranids starts at 105 KP

HQ

Hive Tyrant

+1 Heavy Venom Cannon

-1 each Stranglethorn Cannon / first
Twin-linked Devourer / Hive Commander
/ Regeneration / Leech Essence

-3 each Armoured shell / Wings / second
Twin-linked Devourer

-4 Old Adversary / Paroxysm

-8 The Swarmlord

Tyrant Guard brood

-2 each Tyrant Guard (-4 if the Hive
Tyrant have Armoured shell)

Tervigon (HQ or Troops)

-6 each Tervigon

-2 each Tervigon taken as Troops

-1 Adrenalin Glands / Toxic Sacs /
Regeneration / Onslaught

-8 Catalyst

-4 second Tervigon

-8 each additional Tervigons

Tyranid Prime

-2 each Tyranid prime

-2 Pair of Boneswords / Lash Whip and
Bonesword

-1 Toxin Sacs

-3 The Parasite of Mortrex

Elites

Hive Guard Brood

-4 each of the 1st to 3rd Hive Guard in the
army

-5 each of the 4th to 6th Hive Guard in the
army

-6 each additional Hive Guard

Lictor

+1 each Lictor

-2 Deathleaper

Zoanthrope Brood

-3 each Zoanthrope

-3 Mycetic Spore

The Doom of Malan'tai

-2 The Doom of Malan'tai

-10 Mycetic Spore

Pyrovore Brood

+1 each Pyrovore

-2 Ymgarl Genestealer Brood

Troops

Hormagaunt Brood

-0,5 every five or part of five

Hormagaunts in the army

Termagants

-1 Mycetic Spore

-0,5 every five or part of five

Termagants in the army (only count this
if there is a Tervigon present in the
army)

-1 Devourers

Tyranid Warrior Brood

-1 each Warrior

-0,5 each Pair of Boneswords / Lash

Whip & Bonesword

-1 each unit with Toxin Sacs / Rending
Claws

-3 Mycetic Spore

Genestealers

-1 each Genestealer Brood

-1 every five or part of five Genestealers
in the army up to 30 Genestealers

-2 every five or part of five Genestealers
in the army after 30 Genestealers

-1 each Broodlord

-1 each unit with Toxin sacs (-2 if unit
numbers more than 15)

Ripper Swarm Brood

+0,5 every second model in the army

Fast Attack

Tyranid Shrike Brood

-0,5 each Shrike Model

-0,5 each Pair of Boneswords / Lash
Whip & Bonesword

-1 each unit with Toxin Sacs / Rending
claws

Ravener Brood
-0,5 each Ravener
-2 each unit with Rending Claw
Sky-Slasher Swarm Brood
+0,5 every second model in the army

Gargoyle Brood
-0,5 every five or part of five Gargoyles
in the army

Harpy
+1 each Heavy Venom Cannon

Heavy Support

Carnifex Brood
-1 Stranglethorn Cannon / first Twin-
linked Devourer
-3 second Twin-linked Devourer
-1 Mycetic Spore

Biovore Brood
-1 each Biovore

Trygon
-8 each Trygon
-1 Prime
-1 Regeneration
-4 second Trygon
-8 third Trygon

Mawlock
-4 each Mawlock
-1 Regeneration

Tyrannofex
-2 each Tyrannofex

-1 Regeneration
-2 Rupture Cannon

Monstrous Creatures

Monstrous Creatures (not including
Mycetic Spores)

-1 each of MC 2-3
-2 each of MC 4-5
-3 each of MC 6-7
-4 each of MC 8-9
-5 each additional MC

Gaunts (Hormagaunts, Termagants,
Gargoyles and Tervigons)

-1 third unit
-2 fourth unit
-3 fifth unit
-4 each additional unit