

## RT-kompmallen v6.0

### Contents

RT-kompmallen v6.0.....	1
Authors .....	2
Instructions .....	3
Black Templars.....	4
Blood Angels.....	6
Chaos Daemons .....	9
Chaos Space Marines .....	11
Daemonhunters.....	14
Dark Angels.....	16
Dark Eldar .....	18
Eldar.....	19
Imperial Guard.....	21
Necrons.....	24
Orks .....	25
Space Marines.....	27
Space Wolves .....	30
Tau.....	33
Tyranids.....	35
Witch Hunters .....	37

## Authors

RT-kompmallen is written by:

Mattias Englund,  
Anders Erestam,  
David Gustafsson,  
Joakim Rapp,  
Jeppa Resmark

If you have any questions or want to  
know more, please visit:

<http://www.svenska40k.se/forum/viewforum.php?f=52>

## Instructions

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 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.

## Black Templars

A Black Templars army starts at 107 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
- 2 Power Fist / Thunder Hammer
- 1 Terminator Honours
- 1 Storm Shield (-3 if combined with Power Fist / Thunder Hammer)
- 1 Artificier Armour
- 3 Adamantine Mantle (-4 if combined with Storm Shield)
- 1 if there is at least one Land Raider in the army able to transport the Commander
- 3 Bike (-4 if combined with Artificier Armour and storm shield)

Chaplain

- 2 each Chaplain
- 3 Bike (-4 if combined with Artificier Armour and storm shield)
- 2 Jump pack
- 2 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 (-4 if combined with Storm Shield)
- 1 each Cenobyte Servitor (only if on foot)

Terminator Command Squad  
See Terminator Squads

Command Squad

- 4 Apothecary
- 1 Furious Charge / Infiltrate / Counter-attack
- 0,5 each Plasmagun / Flamer
- 1 each Meltagun
- 1 Power Weapon
- 3 Power Fist
- 3 Chapter Banner
- 1 Fighting Company Banner / Holy Relic
- 3 Drop Pod (-0,5 extra for each Meltagun in the squad)

Emperors Champion

- 7 Accept any challenge, no matter the odds
- 4 Suffer not the unclean to live

-5 Helbrecht

-10 Grimaldus

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
- 1 for the 2<sup>nd</sup> Cyclone or Assault Cannon
- 2 Tank Hunters
- 2 Drop Pod

Sword Bretheren

- 2 Lascannon / Plasma Cannon
- 1 each of all other heavy weapons
- 2 Furious Charge / Infiltrate / Counter-attack
- 0,5 each Plasmagun / Flamer
- 1 each Meltagun
- 1 Power Weapon
- 2 Power Fist / Pair of Lightning Claws
- 3 Drop Pod (-0,5 extra for each Meltagun in the squad)

Dreadnoughts

- 2 per 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 / Combi-melta /  
Power weapon  
-0,5 each Heavy bolter / Plasma gun /  
Combi-plasma / Flamer / Combi-flamer  
-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 per squadron  
-1 each Heavy Bolter  
-2 each Multi-Melta

## **Bike Squadron**

-1 each Multi-melta / Meltagun  
-0,5 each Plasma gun / Flamer  
-1 Attack Bike  
-1 Power Weapon

## **Assault Squad**

-0,5 each Flamer  
-1 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)**

-17 first Land Raider  
-24 each additional Land Raider  
+4 each Redeemer  
+2 each Crusader  
-2 each Multi-Melta  
+1 if only able to transport 10 models

## **Vehicles**

### **Rhino / Razorback**

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

## **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 106 KP.

### HQ

-7 Commander Dante

Gabriel Seth

-3 Gabriel Seth

-1 if there is at least one Land Raider in the army able to transport Gabriel Seth

-10 Astorath the Grim

-8 Sanguinor

-18 Mephiston

Captain Tycho

-2 Captain Tycho (+1 if Deathcompany Tycho)

-1 if there is at least one Land Raider in the army able to transport Captain Tycho

Libarian

-2 each Librarian

-2 Jump Pack

-3 Bike

-1 Storm Shield

-6 Fear of darkness

-2 Shield of Sanguinus

-2 Sanguine Sword

-1 Unleash Rage

-1 Blood Lance

-1 Might of Heroes

Reclusiarch

-2 each Reclusiarch

-2 Jump pack

-3 Bike / if there is at least one Land Raider in the army able to transport the Reclusiarch

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 if there is at least one Land Raider in the army able to transport the Captain

-2 Jump pack

-3 Bike

Honour Guard

-0,5 each plasmagun / combi-plasma / flamer / combi-flamer

-1 each meltagun / combi-melta

-1 each Storm Shield

-1 each Power Weapon / Lightning Claw

-3 each Power Fist / Thunder Hammer

-3 Jumpacks

(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

## Elite

Sanguinary Priest

-1 Powerfist

-5 Brother Corbulo

(see also Blood Chalice)

Terminators

-1 each Terminator

-1 each unit of 10 Terminators

-2 Cyclone

Assault Terminators

-1 each Terminator

-1 each Storm Shield

-1 each unit of 10 Terminators

+3 if there are no Land Raiders or Storm Ravens in the army

Techmarine

+1 each Techmarine

Sanguinary Guard

-1 each unit of Sanguinary Guard (-3 if scoring)

-2 each of the first two Power fists

Sternguards

-1 each unit of Sternguards

-2 each Lascannon

-1 each of all other Heavy Weapons

-0,5 each Plasmagun / Combi-plasma / Flamer / Combi-flamer

-1 each Meltagun / Combi-melta

-2 Power Fist

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

Meltagun or Combi-Melta in the squad)

Dreadnought (Elite, Troop or Heavy Support)  
 -2 each Dreadnought  
 -1 each Blood Fist / Frag Cannon / Force Weapon (-3 for the first if mounted in a Drop Pod)  
 -3 Blood talons  
 -3 Wings of Sanguinius  
 -1 Blood Lance  
 -1 Might of Heroes  
 -6 Fear of darkness  
 -1 Drop Pod (-3 for Furioso Dreadnought, -2 for Death company Dreadnought, -2 if Dreadnought has multi-melta)

Chaplain  
 -2 Jump pack  
 -3 Bike / if there is at least one Land Raider in the army able to transport the chaplain

### Troops

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 / Power weapon  
 -0,5 each Heavy bolter / Plasma gun / Combi-plasma / Flamer / Combi-flamer  
 -3 Drop Pod (-0,5 extra for each Meltagun or Combi-Melta in the squad)

Scout Squad  
 -1 each Scout Squad (-2 if numbering 10 models)  
 -2 Power Fist  
 -1 Combi-melta  
 -0,5 each Heavy bolter / Missile launcher / Combi-plasma / Combi-flamer

Assault Squad  
 -2 each Assault Squad  
 -1 if numbering 10 models (only if unit has Jump packs)  
 -1 Meltagun  
 -0,5 each Plasma gun / Flamer / Infernus pistol  
 -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)

Deathcompany  
 +0,5 each model in the Deathcompany  
 -1 each model in the Deathcompany (if army includes a model with Liturgies of Blood)  
 -2 if there is at least one Land Raider in the army able to transport the Death Company  
 -3 the first Power Fist / Thunder Hammer  
 -2 the second and third Power Fist / Thunder Hammer

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

Bike Squadron  
 -1 Combi-melta / Multi-melta / Meltagun  
 -0,5 each Plasma gun / Combi-plasma / Flamer / Combi-flamer  
 -1 Attack Bike  
 -3 Power Fist

Scout Bike Squadron  
 +1 each Scout Bike Squadron  
 -3 Power Fist  
 -2 Cluster Mines  
 -0,5 melta-bombs  
 -1 combi-melta  
 -0,5 Combi-plasma / Combi-flamer / Grenade launcher  
 -0,5 for each unit in the army able to deep strike if the squadron has TJEthca1/or

### 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

### Baal Predator

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

### Heavy Support

#### Devastator squad

- 1 each heavy weapon
- 2 Power Fist
- 1 Drop Pod

#### Whirlwind

- 4 first Whirlwind
- 6 each Whirlwind after the first

#### Predator

- 5 each Predator
- 1 Lascannon turret
- 1 Sponsons

#### Vindicator

- 6 first Vindicator
- 8 each Vindicator after the first

### Storm Raven

- 7 each Storm Raven

### Vehicles

#### Land Raiders

- 17 first Land Raider
- 24 each additional Land Raider
- +4 each Redeemer
- +2 each Crusader
- 2 each Multi-Melta
- +1 if only able to transport 10 models
- Rhino / Razorback
- 3,5 each Rhino
- 3 each Razorback
- 1 each Twin-linked Heavy Bolter

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 Chalice

- 12 first Blood Chalice / The Red Grail
- 10 each additional Blood Chalice / The Red Grail
- +1 if on Sanguinary Novitiate
- +2 if model has a Jump pack / Bike

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)
- 6 Terminators
- 6 Assault terminators

## Chaos Daemons

Chaos Daemons start at 107 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 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

-10 Bluescribes

-5 Skulltaker

-5 The Masque

-5 Epidemius

### Elites

Bloodcrushers

-2 each of the first 4 Bloodcrushers in the first 2 units

-3 each of the additional 4 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 of the first 6 Fiend of Slaanesh

-3 each additional Fiend of Slaanesh

### Troops

Bloodletters

-0,5 each unit of Bloodletters

-0,5 every third model (starting with the 5th)

-2 Icon

Plaguebearers

-5 first unit of Plaguebearers

-3 each additional unit

-2 Icon

Horrors

-1,5 each unit of Horrors

-0,5 every third model (starting with the 5th)

-1 bolt of Tzeentch

-3 Changeling

-2 Icon

Daemonettes

-0,5 each unit of Daemonettes

-0,5 every fifth model

-1 Icon

### Fast Attack

Flesh Hounds

-1 each unit of Flesh Hounds

Seekers

-2 each unit of Seekers

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**

Daemon Prince

-3 first Daemon Prince

-5 each additional Daemon Prince

-4 Daemonic Flight

-4 Pavane of Slaanesh (-6 if model has Daemonic Flight)

-1 each Iron Hide / Bolt of Tzeentch /  
Mark of Khorne / Mark of Tzeentch /  
Mark of Nurgle / Breath of Chaos (-1,5 if  
model has Daemonic Flight)

Gorefeaster

-5 each Gorefeaster

Ribberjaw

-3 each Ribberjaw

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 110 KP.

### HQ

Daemon Prince

-1 each Daemon Prince

-3 Wings

-15 Lash of Submission (-20 if model has wings)

-2 Wind of Chaos

-1 Warptime (-3 if model has wings)

-1 Mark of Khorne

-1 Mark of Nurgle (-3 if model has wings)

-1 Bolt of Change

Sorcerer

-2 Warptime

-1 Bolt of Change / Wind of Chaos (-2 if model has bike, disc of Tzeentch, wings or jump pack)

-15 Lash of Submission (-20 if the model has bike, wings, jump pack or the army contain rhinos)

-1 Jump Pack / Disc of Tzeentch / Bike / Steed of Slaanesh

-2 Wings

Chaos 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 able to transport the Lord

Greater Daemon

-3 each Greater Daemon

-10 Abaddon the Despoiler

-7 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

-8 Ahriman

-3 Huron Blackheart

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

-6 Khârn

-2 if there is at least one Land Raider in the army

-1 Lucious the Eternal

### Elites

Dreadnought

-2 each Dreadnought

-1 first Dreadnought Close Combat Weapon (on each Dreadnought)

+1 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

-0,5 each plasmagun, combi-plasma, flamer, combi-flamer

-1 each Heavy Weapon, meltagun, combi-melta

-1 each Power Weapon/Lightning Claw (only if on Champion)

-1 each Power Fist (-3 if on Champion)

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

Possessed

+0,5 each Possessed

## Troops

### Chaos Space Marines

- 1 each unit of Chaos Space Marines
- 0,5 each plasmagun, combi-plasma, flamer, combi-flamer
- 1 each Lascannon, meltagun, combi-melta
- 1 Power Weapon
- 2 Powerfist
- 1 Icon of Khorne

### Khorne Berzerkers

- 0,5 each Berzerker after the second (count this separately for every unit)
- 1 Power Weapon
- 3 Powerfist

### Plague Marines

- 2 second unit of Plague Marines
- 4 every unit after the second unit of Plague Marines
- 0,5 each Plague Marine
- 0,5 each plasmagun, combi-plasma, flamer, combi-flamer
- 1 each meltagun, combi-melta
- 1 Power Weapon
- 2 Powerfist

### Noise Marines

- 1 per unit
- 1 Blastmaster (-2 if army contains Lash)
- 2 Doomsiren
- 1 Power Weapon
- 2 Powerfist

### Thousand Sons

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

### Lesser Daemons

- 1 each unit of Lesser Daemons

## Fast attack

### Spawn

- +1 each Spawn after the first

### Chaos Bikers

- +1 each unit of Chaos Bikers (+2 if the unit numbers 6 or more models)
- 0,5 each Flamer
- 1 each Plasma Gun / Meltagun
- 1 Power Weapon
- 3 Powerfist
- 1 Icon of Chaos Glory, Icon of Khorne
- 2 Icon of Nurgle

### Raptors

- +1 each unit of Raptors
- 0,5 each Plasma Gun / Flamer
- 1 each meltagun
- 1 Power Weapon
- 2 Pair of Lightning Claws
- 3 Powerfist
- 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)

- 13 first Land Raider
- 19 each additional Land Raider
- 1 Dozer blade

### Defiler

- 5 each Defiler
- 1 each additional Close Combat Arm

### Vindicator

- 5 first Vindicator
- 8 each Vindicator after the first
- 1 Daemonic Possession

### Obliterators

- 2 second unit of Obliterators
- 4 third unit of Obliterators
- 4 each of Obliterator 1 to 3 (-6 if Army contains Lash)
- 5 each of Obliterator 4 to 6 (-8 if Army contains Lash)
- 7 each of Obliterator 7 to 9 (-11 if Army contains Lash)

### Havocs

- +1 each unit of Havocs
- 1 each missile launcher / autocannon / Lascannon / Meltagun / combi-melta
- 0,5 plasmagun, combi-plasma, flamer, combi-flamer / heavy bolter
- 2 Powerfist
- 1 Icon of Khorne

Predator

-3 each Predator

-1 Sponsons

-1 Lascannon turret

### **Vehicles**

Rhino

-3 each Rhino

Vehicles and Monstrous creatures (MC)

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

-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

## Daemonhunters

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

Inquisitor Lord

+1 each Inquisitor Lord

-1 Thunderhammer / Daemon Hammer

-3 Emperors Tarot

-1 Combi-melta

-0,5 Combi-flamer / Combi-plasma /

Combi-grenade launcher

her

-2 Psycannon

Inquisitors Retinue (HQ or Elite)

+1 each Retinue with 3 or more

henchmen

-1 each Meltagun

-0,5 each Plasmagun / Flamer / Grenade

launcher / Heavy Bolter / Plasmacannon

/ Multi-melta

Grey Knight Hero

-1 each Brother Captain (-2 if there is at least one Land Raider in the army)

-2 each Grand Master (-4 if there is at least one Land Raider in the army)

-2 Storm Shield

-1 Psycannon

Same as Grey Knight Terminators

-4 Brother Captain Stern

### Elites

Grey Knight Terminators

-1 each Terminator

-1 each Storm Shield

-1 each Psycannon

+2 if there is no Land Raider in the army

Death Cult Assassins

+1 each Death Cult Assassin after the first

Inquisitor

+1 each Inquisitor

-1 Null Rod

-2 Psycannon

-3 Emperors Tarot

-1 Combi-melta

-0,5 Combi-flamer / Combi-plasma

-3 Vindicare Temple Assassin

-5 Eversor Temple Assassin

-10 Callidus Temple Assassin

### Troops

Grey Knights

-2 each unit of Grey Knights

-1 each Psycannon

Storm Troopers

-1 each unit of Storm Troopers

-0,5 each Plasmagun / Flamer / Grenade launcher / Combi-plasma / Combi-flamer

-1 each Melta / Combi-melta

### Fast Attack

Grey Knights Teleport Attack

+2 each unit of Grey Knights

-1 each Psycannon

### Heavy Support

Grey Knights Purgation Squad

+2 each unit of Grey Knights

-1 each Psycannon / Incinerator (the first two Incinerators does not count)

Grey Knights Dreadnought

-1 each Dreadnought

-1,5 first Dreadnought Close Combat

Weapon (-3,5 if mounted in a Drop Pod)

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

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

-17 first Land Raider

-24 each additional Land Raider

+2 each Grey Knight Redeemer

+2 each Crusader

+1 if only able to transport 10 models

-2 each Multi-Melta

## **Vehicles**

### Transports

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

### Valkyrie

- 3 each Valkyrie Assault Carrier
- 1 each Multiple rocket pods / Heavy bolter sponsons

Vehicles (each unit of vehicles counts as one vehicle, Land Raiders count as two, Drop Pods does not count, a squadron of Armoured Sentinels counts as one vehicle, other Sentinels and Cyclops 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 Angels

A Dark Angels army starts at 109 KP.

### HQ

Company Master

- 1 Pair of Lightning Claws
- 2 Power Fist / Thunder Hammer
- 3 Jump pack
- 1 if there is at least one Land Raider in the army able to transport the Company Master

Command Squad

- +2 each Command Squad
- 2 Apothecary
- 1 each Power Weapon
- 3 each Power Fist
- 0,5 each Plasmagun / Flamer
- 1 each Meltagun
- 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 / if there is at least one Land Raider in the army able to transport the Chaplain
- 2 Power Fist

Chaplain

- 2 Jump pack
- 3 Bike / if there is a Land Raider in the army able to transport the Chaplain

Librarian

- 2 each Librarian
- 2 Jump pack
- 3 Bike

-10 Azrael

-5 Ezekiel

Belial

- 1 Belial (-3 if there is a Land Raider able to transport Belial)
- 2 Pair of Lightning Claws
- 4 Thunder Hammer & Storm Shield

Sammael

- 10 on Jetbike
- 15 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

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 (-2 for the first Storm Shield in each unit)
- 2 Cyclone Missile Launcher
- 2 Deathwing Company Standard
- 4 Apothecary

Dreadnoughts

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

Company Veteran Squad

- 2 each Lascannon
- 1 each of all other heavy weapons
- 0,5 each Plasma gun / Combi-plasma / Flamer / Combi-flamer
- 1 each Meltagun / Combi-melta
- 1 each Storm Shield
- 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)

Scout Squad

- 2 Power Fist
- 1 Power Weapon

## Troops

### 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 / Power weapon
- 0,5 each Heavy bolter / Plasma gun / Combi-plasma / Flamer / Combi-flamer
- 3 Drop Pod (-0,5 extra for each Meltagun or Combi-Melta in the squad)

### Fast Attack

#### Ravenwing Attack Squadron

- 3 each unit taken as Troops
- 2 first unit if the army contains

#### Terminators

- 1 Combi-melta / Multi-melta / Meltagun
- 0,5 each Plasma gun / Combi-plasma / Flamer / Combi-flamer
- 1 Attack Bike
- 1 Power Weapon
- 3 Power Fist
- 2 Ravenwing Company Standard
- 1 Land Speeder
- 3 Apothecary

### Ravenwing Support Squadron

- 1 second squadron
- 2 third squadron
- 1 each Assault cannon
- 2 each Multi-Melta
- 4 each Typhoon Missile Launcher

### Assault Marines

- +1 each unit
- 0,5 each Flamer
- 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 heavy weapon
- 2 Power Fist
- 1 Drop Pod

### Whirlwind

- 4 first Whirlwind
- 6 each Whirlwind after the first

### Predator

- 4 each Predator
- 1 Sponsons
- 1 Lascannon turret

### Vindicator

- 5 first Vindicator
- 8 each Vindicator after the first

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

- 17 first Land Raider
- 24 each additional Land Raider
- +4 each Redeemer
- +2 each Crusader
- +1 if only able to transport 10 models
- 2 each Multi-Melta

## Vehicles

### Rhino / Razorback

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

### 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 117 KP  
Wych Cult starts at 122 KP

### HQ

Dark Eldar Lord / Dark Eldar Wych Lord  
-2 Agoniser / Punisher  
-4 Combat Drugs  
-3 Reaver Jetbike  
-3 Xenospasm / Terrorfex  
-5 Shadow Field

### Haemonculus

-3 Reaver Jetbike  
-3 Xenospasm / Terrorfex (-5 for each Lord or Haemonculus with Xenospasm / Terrorfex after the first)  
-1 Destructor / Stinger / Scissorhand

-7 Lelith Hesperax

-15 Asdrubael Vect

### Retinue

-3 if the Retinue contains of at lest 5

### Incubi

-3 Xenospasm / Terrorfex

### Wych Retinue

Same as Wyches

### Elites

#### Mandrakes

-2 each unit of Mandrakes

### Wyches (Elites of Troops)

-1 each unit of Wyches taken as Troops  
-1 each unit with Wych Weapons  
-1 Power Weapon  
-2 Agoniser  
-3 Xenospasm / Terrorfex

### Warp Beasts

-2 each unit of Warp Beasts

### Troops

#### Warrior Squad / Raider Squad (Troops or Elites)

-1 each squad (if taken as Troops)  
-1 Agoniser  
-3 Xenospasm / Terrorfex

### Fast Attack

#### Reaver Jetbike Squad

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

#### Hellions

+5 first unit (if unit numbers 5 or more)  
-1 each Shredder / Blaster  
-1 Power Weapon  
-2 Agoniser  
-3 Xenospasm / Terrorfex

## Heavy Support

### Talos

-4 each Talos

### Scourges

+0,5 each Scourges model  
+0,5 each Dark Lance / Splinter Cannon

### Ravager

-6 each Ravager  
-2 Horrorfex  
-1 Night Field

## Weapons

Dark Lances (count all Dark Lances carried by infantry models)

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

## Vehicles

### Raider

-3 each Raider  
-2 each Horrorfex  
-1 each Trophy Racks

Vehicles and Talos (Each Talos 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

## Eldar

Eldar starts at 110 KP.

### HQ

Avatar of Khaine  
-10 Avatar of Khaine

Eldrad Ulthan  
-18 Eldrad Ulthan  
Additionally, count the highest *two* of the additional fortune penalty (see Farseer).

-8 Prince Yriel

-5 Asurmen

-5 Jain Zar

-5 Karandras

-5 Maugan Ra

-5 Fuegan

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:  
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 and Shimmershield: -1

Autarch  
+1 each Autarch  
-2 Jetbike  
-2 Laser Lance

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)

### Elites

Harlequin Troupe  
-1 each unit of Harlequins  
-4 each Shadowseer  
-0,5 each Harlequins Kiss  
-1 Power Weapon  
-2 if army contains Doom

Striking Scorpions  
-2 each unit of Striking Scorpions  
-2 Scorpions Claw  
-3 Infiltrate (if mounted in a Wave Serpent)

Fire Dragons  
-3 if able to embark in a transport

Howling Banshees  
-2 each unit of Howling Banshees  
-1 Executioner  
-1 if the army contains Doom

### Troops

Guardians  
-1 if army contains an Avatar  
-2 Bright Lance  
-1 Eldar Missile Launcher / Scatter Laser / Starcannon / Shuriken cannon

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 Conceal  
-1 Enhance

Dire Avengers

-1 each unit of Dire Avengers (-3 if able to embark on a Falcon)

-1 Bladestorm

### **Fast Attack**

Swooping Hawks

+0,5 each Swooping Hawk in the first unit

-2 Skyleap (including Baharroth)

Shining Spears

+1 each unit of Shining Spears

+0,5 each Shining Spear model in the first unit

Warp Spiders

-2 each unit of Warp Spiders

-1 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

-1 each War walker if army contains

Guide, only count this once for each

Guide in army and for the largest unit of

War walkers in the army

Falcon / Fire Prism

-5 each Falcon / Fire Prism

-6 each Holo-field

Night spinner

-8 each Night spinner

-6 each Holo-field

Wraithlord

-5 each Wraithlord

-1 Brightlance

Support Weapon Battery

-2 each D-Cannon Battery

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 Monsterous 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

## Imperial Guard

An Imperial Guard army starts at 110 KP

### HQ

Company Command Squad

-1 each Company Command Squad

-1,5 each Lascannon

-1 each Autocannon, Heavy flamer, Meltagun

-0,5 each Missile launcher, Heavy bolter, Flamer, Plasma Gun or Granade launcher

-4 Regimental Standard

-3 Astropath (-6 if the army includes

-4 Master of Ordnance

-5 Officer of the Fleet

-5 Krell

+1 Nork Deddog

Lord Commissar

-2 each Lord Commissar

If the army includes an 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 3rd conscript Squad in the platoon

-2 4th conscript Squad in the platoon

-3 5th conscript Squad in the platoon

Count only the infantry or conscript platoon that gives the highest additional penalty.

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

Primaris Psyker

-2 each Primaris Psyker

Ministorum Priest

-1 Eviscerator

-7 Creed

-8 Straken

-5 Commissar Yarrick

Atlas Recovery Vehicle

-2 each Atlas Recovery Vehicle

Salamander Command Vehicle

-3 each Salamander Command Vehicle

### Elites

Ogryn Squad

-1 each of the first six Ogryns in a unit

Psyker Battle Squad

-5 each of the 1-6 Sanctioned Psyker model (-2 if no Chimeras are present in the army)

-2 each of the 7-9 Sanctioned Psyker model

Storm Troopers

+1 each unit of Storm Troopers

-1 each Meltagun

-0,5 each Flamer or Plasma Gun

-2 Guardsman Marbo

Ratling Squad

-1 each third rattling

Quad Launcher

-2 each Quad Launcher

Trojan

-1 first Trojan

-2 each additional Trojan

Heavy Mortar

-4 each of the first three Heavy Mortars

-8 each additional Heavy Mortar

### Troops

Platoon Command Squad

-1 each Platoon Command Squad

-1,5 each Lascannon

-1 each Autocannon, Heavy flamer, Meltagun

-0,5 each Missile launcher, Heavy bolter, Flamer, Plasma Gun or Granade launcher

-6 Commander Chenkov

Captain

-

-

Platoon (in addition to the Chimera Dedicated Transport penalty)

Infantry Squad

-1,5 each Lascannon  
-1 each Autocannon or meltagun  
-0,5 each Missile launcher / Heavy bolter / Flamer / Plasma Gun / Grenade launcher

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

Heavy Weapons Squad

-1 each Lascannon / Autocannon after the first  
-0,5 each Missile launcher / Heavy bolter after the first

Special Weapons Squad

-1 each Meltagun / Demolition Charge  
-0,5 each Flamer / Plasma Gun / Grenade launcher

Conscripts

-

Penal Legion Squad

0

Veteran Squad

-1,5 each Lascannon

-1 each Autocannon / meltagun  
-0,5 each Missile launcher / Heavy bolter / Flamer / Plasma Gun / Grenade launcher  
-1 Forward Sentries / Demolitions  
-1 Sergeant Bastonne

**Fast Attack**

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

Sentinel Powerlifter

-1 each Sentinel Powerlifter

Rough Rider Squad

-0.5 each Rough Rider

Hellhound Squadron

-2 each Hellhound Squadron  
-2 each Hellhound / Bane Wolf / Devil Dog

Valkyrie Assault Carrier Squadron

-3 each Valkyrie Assault Carrier Squadron  
-1 each multiple rocket pods, heavy bolter sponsons

Vendetta Gunship Squadron

-6 each Vendetta Gunship Squadron  
-2 each Vendetta in the squadron  
-1 heavy bolter sponsons

Salamander Scout Vehicle

-1 each Salamander Scout Vehicle

Cyclops

-2 each Cyclops

**Heavy Support**

Leman Russ Squadron

-5 each Leman Russ Squadron (*this applies even when buying a single Leman Russ in a Daemonhunter or Witchhunter army*)

-3 each Battle Tank / Vanquisher / Demolisher / Executioner

-1 each Punisher / Exterminator / Eradicator

-1 each pair of Plasma Cannon sponsons  
-2 Knight Commander Pask

Thunderer

-7 each Thunderer

Destroyer Tank Hunter

-5 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

-2 each Hydra Flak Tank Battery  
-3 each Hydra

#### Ordnance Battery

-4 each Ordnance Battery  
-1 each Basilisk / Medusa / Colossus  
-1 each Bastion-breachers Shells

#### Manticore Rocket Launcher

-9 each Manticore

#### Deathstrike Missile Launcher

-1 each Deathstrike

#### **Vehicles**

##### Chimeras

-3 each Chimera

##### Centaur

-2 each Centaur (-4 if taken in a  
Daemonhunter army)

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

-1 each of vehicle 3-4  
-2 each of vehicle 5-6  
-3 each of vehicle 7-8  
-4 each of vehicle 9-10  
-5 each of vehicle 11+

## Necrons

A Necron army starts at 115 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 105 KP.

### HQ

Ghazghkull Thraka

-12 Ghazghkull Thraka

-5 if there is at least one transport in the army

-11 Wazdakka Gutsmek

-4 Mad Dok Grotsnik

Warboss

-7 Bike

-4 Power Claw (including Mega Armour)

-1 Bosspole

-1 Attack squig

-2 Cybork Body

Big Mek

-5 Kustom Force Field (additionally -4 for each battlewagon, -2 each deffdread, -1 each killakan/truck up to a maximum of -15 in total)

-2 Shokk attack gun

-1 Bosspole

-1 Power Claw

-3 Bike (only if the army contains Nob Bikers)

Weirdboy

+2 each Wierdboy (-4 if Warphead)

### Elite

Lootas

-1 each Loota model

Burna boyz

-3 each unit of Burna boyz

Tankbustas

-3 Powerklaw

-1 Bosspole

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 Claw

-2 each additional Power Claw

-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

-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

numbers 20 or more boyz)

-1 Bosspole

-1 Powerklaw

-0,5 for each five or part of five models in the unit (only if the unit has a Powerklaw)

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

- 1 second squadron
- 2 third squadron
- 0,5 each Warbuggy
- 0,5 each Rokkit Launcha

### Warbikers

- 3 Powerklaw
- 1 Bosspole
- 2 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 / red paintjob

### Deff Dread

- 3 first Deff Dread
- 4 each additional 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

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

## Vehicles

### Trukks

- 2,5 each Trukk
- 1 each Reinforced ram

Vehicles (each unit of vehicles except killa kans 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

## Boyz

(all penalties are cumulative)

- 1 second unit with 16 or more boyz
- 1 third unit with 16 or more boyz
- 2 fourth unit with 16 or more boyz
- 3 fifth unit with 16 or more boyz
- 3 sixth and each additional unit with 16 or more boyz

- 1 first unit with 20 or more boyz
- 1 second unit with 20 or more boyz
- 2 third unit with 20 or more boyz
- 3 fourth unit with 20 or more boyz
- 4 fifth unit with 20 or more boyz
- 6 sixth and each additional unit with 20 or more boyz

- 1 first unit with 25 or more boyz
- 3 second unit with 25 or more boyz
- 5 third unit with 25 or more boyz
- 8 fourth unit with 25 or more boyz
- 13 fifth unit with 25 or more boyz
- 22 sixth and each additional unit with 25 or more boyz

## Space Marines

A Space Marine army starts at 107 KP.

### HQ

Chapter Master / Captain

- 1 Chapter Master
- 1 each pair of Lightning Claws
- 2 Power Fist / Thunder Hammer / Relic Blade / Chainfist (-3 if combined with Storm Shield)
- 1 Storm Shield
- 1 Artificier Armour / Terminator Armour
- 1 if there is at least one Land Raider in the army able to transport the Chapter Master/Captain
- 2 Jump pack
- 3 Bike (-4 if combined with Artificier Armour and storm shield)

Honour Guard

+0,5 each Honour Guard model after the second

Command Squad

- 5 each Command Squad on Bikes
- 0,5 each Plasmagun / Combi-plasma / Flamer / Combi-flamer
- 1 each Meltagun / Combi-melta
- 1 each Storm Shield
- 1 each Power Weapon / Lightning Claw
- 3 each Power Fist / Thunder Hammer
- 3 Drop Pod (-0,5 extra for each Meltagun or Combi-Melta in the squad)

Chaplain

- 2 Jump pack
- 3 Bike / if there is at least one Land Raider in the army able to transport the Chaplain

Librarian

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

Master of the Forge

- 2 Conversion Beamer (if mounted on a Bike)

Cassius

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

Khan

- 2 Khan
- 2 Moondrakkan or if there is at least one Land Raider in the army
- 1 Each dedicated transport / Bike squad / Assault squad
- 2 Each independent character with jump pack or bike

Shrike

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

Tigarius

- 4 Tigarius
- 1 each unit able to outflank in the army
- 1 every two drop pods in the army

Lysander

- 9 Lysander
- 5 if there is at least one Land Raider in the army or a Drop Pod able to transport Lysander

Kantor

- 8 Kantor
- 3 if there is at least one Land Raider in the army or a Drop Pod able to transport Kantor

Vulkan

- 8 Vulkan
- 1 if there is at least one Land Raider in the army or a Drop pod able to transport Vulkan
- 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

Calgar

- 10 Calgar
- 5 if there is at least one Land Raider in the army or a Drop pod able to transport Calgar

-4 Sicarius

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

Techmarine

+1 each Techmarine

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 Cyclone Missile Launcher

Dreadnoughts (Elite or Heavy Support)

-2 per Dreadnought

-1 first Dreadnought Close Combat

Weapon (-3 if mounted in a Drop Pod)

-1 Venerable

-1 Drop Pod (-3 for Ironclad

Dreadnought, -2 if Dreadnought has

Multi-melta)

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

-0,5 each Plasmagun / Combi-plasma / Flamer / Combi-flamer

-1 each Meltagun / Combi-melta

-2 Power Fist

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

Meltagun or Combi-Melta in the squad)

Legion of the Damned

+1 each Legion of the Damned squad

+0,5 each Legionnaire

-3 Power fist

-1 Power weapon

-1 Combi-melta / Multi-melta / Meltagun

-0,5 each Heavy weapon / Plasma gun / Combi-plasma / Flamer / Combi-flamer

### Troops

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 / Power weapon

-0,5 each Heavy bolter / Plasma gun / Combi-plasma / Flamer / Combi-flamer

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

Meltagun or Combi-Melta in the squad)

Scout Squad

-1 each Scout Squad (-2 if numbering 10 models)

-2 Power Fist

-1 Combi-melta

-0,5 each Heavy bolter, Missile launcher, Combi-plasma, Combi-flamer

-2 each Scout Squad that is able to embark in a Land Speeder Storm (only

count this penalty once for each unit of Scouts 'with' a Land Speeder Storm)

### 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

### Bike Squadron

- 2 If taken as Troops (-3 if the squad is able to form combat squads)
- 1 Combi-melta / Multi-melta / Meltagun
- 0,5 each Plasma gun / Combi-plasma / Flamer / Combi-flamer
- 1 Attack Bike
- 3 Power Fist

### Scout Bike Squadron

- +1 each Scout Bike Squadron
- 3 Power Fist
- 2 Cluster Mines
- 0,5 melta-bombs
- 1 combi-melta
- 0,5 Combi-plasma / Combi-flamer / grenade launcher
- 0,5 for each unit in the army able to deep strike if the squadron has Locator Beacon

### 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 each Locator Beacon in the army if the unit is equipped with Jump Packs

### Assault Marines

- +1 each unit without jump packs
- 0,5 each Flamer
- 1 Power Weapon / Lightning Claw / pair of Lightning Claws
- 3 Power Fist / Thunder Hammer (-2 if unit is without jump packs)

### Heavy Support

#### Thunderfire Cannon

- 2 each Thunderfire Cannon

#### Devastator squad

- 1 each heavy weapon
- 2 Power Fist
- 1 Drop Pod

#### Whirlwind

- 4 first Whirlwind
- 6 each Whirlwind after the first

#### Predator

- 4 each Predator
- 1 Sponsons
- 1 Lascannon turret

#### Vindicator

- 5 first Vindicator
- 8 each Vindicator after the first

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

- 17 first Land Raider
- 24 each additional Land Raider
- +4 each Redeemer
- +2 each Crusader
- 2 each Multi-Melta

### Vehicles

#### Rhino / Razorback

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

#### 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 105 KP.

### HQ

-6 Bjorn the Fell Handed

Ulrik the Slayer

-1 Ulrik the Slayer

-2 if there is at least one Land Raider in the army or a Drop Pod able to transport Ulrik

-25 Njal Stormcaller

-5 if there is a Drop Pod able to transport Njal

-10 Canis Wolfborn

Ragnar Blackmane

-7 Ragnar Blackmane

-3 if there is at least one Land Raider in the army or a Drop Pod able to transport Ragnar

Logan Grimnar

-9 Logan Grimnar

-5 if there is at least one Land Raider in the army or a Drop Pod able to transport Logan

Wolf Priest

-2 Jump pack

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

-1 Saga of the Warrior Born

Wolf Lord

+1 each Wolf Lord

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

-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 Artificier Armour and storm shield)

-5 Thunderwolf Mount (-6 if combined with Runic Armour and storm shield)

-2 Saga of the Bear (-4 if combined with bike or Thunderwolf Mount)

-4 Saga of the Warrior Born

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 if there is a Drop Pod able to transport the priest)

-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 pair of Wolf Claws / Frost Blade / Frost Axe

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

-2 Storm Shield

-1 if there is at least one Land Raider in the army able to transport the Battle Leader

-1 Jump pack

-2 Bike (-3 if combined with Artificier Armour and storm shield)

-3 Thunderwolf Mount (-4 if combined with Runic Armour and storm shield)

-3 Saga of the Warrior Born

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

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

-2 each unit chosen as Troops

-0,5 each Combi-plasma / Combi-flamer

-1 each Combi-melta

-0,5 each Power Weapon (-0 if model has Terminator Armour)

-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 Storm Shield  
-1 each model on Bike / in Terminator Armour (-0,5 if model has combi-weapon)  
-2 each Cyclone Missile Launcher  
-2 Arjak Rockfist  
-3 Drop Pod (-0,5 extra for each Combi-Melta in the squad)

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

Iron Priest  
-1 each Iron Priest

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 unit has Meltabombs  
-0,5 each plasmagun / combi-plasma / flamer / combi-flamer  
-1 each Power Weapon (on Wolf Guard) / Wolf Claw (single or pair) / Frost Blade / Frost Axe  
-2 each Power Fist / Thunder Hammer

Lone Wolf  
-0,5 Power Weapon  
-1 Wolf Claw (single or pair) / Frost Blade / Frost Axe  
-2 Power Fist / Thunder Hammer / Chainfist  
-2 Storm Shield  
-1 Terminator Armour

### Troops

Grey Hunters  
-2 each Grey Hunter Pack  
-1 Power Weapon (only if the unit carries a Wolf Standard)  
-0,5 Mark of the Wulfen  
-1 each Wolf Claw (single or pair) / Frost Blade / Frost Axe  
-1 each Power Fist / Thunder Hammer / Chainfist (-2 if on Wolf Guard)  
-1 Wolf Standard  
-0,5 each plasmagun, combi-plasma, flamer, combi-flamer  
-1 each meltagun, combi-melta  
-1 each Assault Cannon  
-3 each Cyclone Missile Launcher  
-3 Drop Pod (-0,5 extra for each Combi-Melta / melta in the squad)

Blood Claws  
-1 each Blood Claw Pack  
-1 each Wolf Claw (single or pair) / Frost Blade / Frost Axe  
-1 each Power Fist / Thunder Hammer / Chainfist (-2 if on Wolf Guard)  
-0,5 each flamer, meltagun (only count this if the unit has a Wolf guard leader)

-0,5 each combi-plasma, combi-flamer  
-1 combi-melta  
-1 each Assault Cannon  
-3 each Cyclone Missile Launcher  
-4 Lukas the Trickster

### Fast Attack

Swiftclaw Biker Pack  
+1 each Swiftclaw Biker Pack (+0 if unit has a Wolf guard leader)  
-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)  
-0,5 each plasmagun, combi-plasma, flamer, combi-flamer  
-1 each meltagun, combi-melta

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

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

#### Skyclaw Assault Pack

- 1 Power Weapon
- 2 Power Fist
- 0,5 each flamer, meltagun (only count this if the army has an IC with Jump pack)

#### Land Speeder Squadron / Land Speeder storm

- 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

#### **Heavy Support**

##### Long Fangs

- 1 first unit of Long Fangs
- 3 second unit of Long Fangs
- 5 third unit of Long Fangs
- 1 each heavy weapon (excluding those from Wolf Guards)
- 1 each Assault Cannon
- 2 each Cyclone Missile Launcher

##### Whirlwind

- 4 first Whirlwind
- 6 each Whirlwind after the first

##### Predator

- 4 each Predator
- 1 Sponsons
- 1 Lascannon turret

#### Vindicator

- 5 first Vindicator
- 8 each Vindicator after the first

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

- 17 first Land Raider
- 24 each additional Land Raider
- +4 each Redeemer
- +2 each Crusader
- 2 each Multi-Melta
- +1 if only able to transport 10 models

#### **Vehicles**

##### Rhino / Razorback

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

#### 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

A Tau army begins at 116 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

Great Knarloc Baggage Herd

+1 for second Knarloc Baggage Herd

### Fast attack

Gun Drones

-1 each unit of Gun Drones

Vespid Stingwings

+4 for each unit of >5 Vespids

Pathfinders

-4 each unit of Pathfinders

Tetra squadron

-3 each unit of Tetra

Piranha squadron

-1 each Piranha

-2 each Missile Pod

-1 each Disruption Pod

Knarloc Rider Herd

+3 each unit (+5 if unit numbers 5 or more models)

### Heavy Support

Hammerhead

-5 each Hammerhead

-1 Fusion Cannon

-3 Railgun

-1 Smart Missile System

-4 Disruption Pod

Sky Ray

-2 each Sky Ray

-1 Smart Missile System

-3 Disruption Pod

Broadsides

-3 each of Broadside 1 to 3 (-4 if with ASS)

-3,5 each of Broadside 4 to 6 (-4,5 if with ASS)

-4 each of Broadside 7 to 9 (-5 if with ASS)

-1 each Shield Drone

-0,5 each Gun Drone

-2 second unit of Broadsides

-4 each additional unit of Broadsides

Sniper Drones

-2 first Sniper Drone Team

Goaded- and Mounted Great Knarloc Herd

+1 each Great Knarloc Herd

## **Vehicles**

Devilfish

-2 each Devilfish

-1 Smart Missile System

-2 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 / Devourer

/ Hive commander / Regeneration /

Leech essence

-2 Old adversary

-3 each Armoured shell / Wings /

Paroxysm

-8 The Swarmlord

Tyrant guard brood

-2 each Tyrant guard (-4 if the Hive

Tyrant have Armoured shell)

Tervigon

-6 first Tervigon

-10 second Tervigon

-14 each Tervigon after the second

-2 each Tervigon taken as troops

-1 Adrenalin glands, Toxic sacs,

Regeneration, Onslaught

-8 Catalyst

Tyranid Prime

-2 Tyranid prime

-2 Pair of boneswords / Lash Whip and  
bonesword

-1 Toxin sacs

### Elites

-3 The Parasite of Mortrex

Hive guard Brood

-4 each hive guard

-3 second unit of hive guards

-6 third unit of hive guards

Lictor

-1 Lictor Brood

+2 each lictor

-2 Deathleaper

Venomthrope

-1 Venomthrope brood

-1 Mycetic Spore

Zoanthrope Brood

-3 each Zoanthrope

-3 Mycetic Spore

-3

-7 Mycetic Spore

Pyrovore Brood

+2 each Pyrovore

-2 Mycetic Spore

-2 Ymgarl Genestealer Brood

### Troops

Tyranid Warrior Brood

-1 each Warrior

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

-1 Toxin Sacs / Rending claws (only  
count this penalty once for each Tyranid  
Warrior Brood)

-3 Mycetic Spore

Genestealers

-2 each Genestealer Brood

-1 each Broodlord

Termagaunts

-1 Termagaunt Brood

-3 Mycetic Spore

-0,5 every five or part of five

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

-1 Devourers

+1 Spine fists / Spike rifles

Hormagaunt Brood

-1 Mycetic Spore

-0,5 every five or part of five

Hormagaunts in the army

Ripper Swarm Brood

+1 every third model in the army

## **Fast Attack**

Tyranid Shrike Brood

-0,5 each Shrike Model

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

-1 Toxin Sacs / Rending claws (only count this penalty once for each Tyranid Shrike Brood)

Ravener Brood

-0,5 each Ravener

-2 Rending claws (only count this penalty once for each Ravener Brood)

Sky-Slasher Swarm Brood

+0,5 each model in the army

Gargoyle Brood

-0,5 every five or part of five gargoyles in the army

Harpy

+1 Heavy Venom Cannon

Carnifex brood

-1 Each Carnifex

-1 each Twin-Linked Devourer /

Stranglethorn Cannon

-3 Mycetic Spore

-8 Old one eye

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 first MC

-2 each of MC 2-3

-3 each of MC 4-5

-4 each of MC 6-7

-5 each of MC 8-9

-6 each additional MC

## Witch Hunters

Witch hunters start at 109 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

-2 Jump Pack (-3 if combined with Cloak of St. Aspira)

-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

Same as Celestians

Inquisitor Lord

+1 each Inquisitor Lord

-2 Divine Pronouncement / Purgatus

-1 Combi-melta

-0,5 Combi-flamer / Combi-plasma / Combi-stake crossbow

-1 Eviscerator

Inquisitors Retinue (HQ or Elite)

+1 each Retinue with 3 or more henchmen

-1 each Meltagun

-0,5 each Plasmagun / Flamer / Grenade launcher / Heavy Bolter / Plasmacannon / Multi-melta

Priests

-2 each Eviscerator

-12 St. Celestine

-4 Karamazov

### Elites

Inquisitor

+1 each Inquisitor

-1 Eviscerator

-1 Combi-melta

-0,5 Combi-flamer / Combi-plasma / Combi-stake crossbow

-1 Divine Pronouncement / Purgatus

Arco Flagellants

+2 each unit of Arco Flagellants

+0,5 each Arco Flagellant

Sister Repentias

+1 each unit of Sister Repentias

+0,5 each Sister Repentia / Mistress

Celestians

-1 each Meltagun / Heavy Flamer /

Flamer / Combi-melta / Combi-flamer

-0,5 each Heavy Bolter / Multi-melta /

Combi-plasma / Combi-stake crossbow

-2 Eviscerator

-4 Book of St. Lucius

Death Cult Assassins

+1 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 each Meltagun / Heavy Flamer /

Flamer / Combi-melta / Combi-flamer

-0,5 Combi-plasma / Combi-stake crossbow

-2 Eviscerator

-4 Book of St. Lucius

Storm Troopers

-1 each unit of Storm Troopers

-0,5 each Plasmagun / Flamer / Grenade launcher / Combi-plasma / Combi-flamer / Combi-stake crossbow

-1 each Melta / Combi-melta

Zealots

- 1 each unit of Zealots
- 2 each Eviscerator

### **Fast Attack**

Seraphim Squad

- 2 each unit of Seraphims
- 1 each Twin hand flamers / Twin inferno pistols
- 1 Power Weapon
- 2 Eviscerator
- 4 Book of St. Lucius

Dominion Squad

- +3 first unit of Dominions
- 1 each Flamer / Meltagun / Combi-melta / Combi-flamer
- 0,5 each Combi-plasma / Combi-stake crossbow
- 1 Veteran Superior
- 2 Eviscerator
- 4 Book of St. Lucius

### **Heavy Support**

Retributor Squad

- 1 each Heavy Bolter
- 1 each Veteran Superior
- 4 Book of St. Lucius

Immolator

See Dedicated Transports

Exorcist

- 7 first Exorcist
- 10 second Exorcist
- 13 third Exorcist

Penitent Engines

- +2 the 2nd and 3rd Penitent Engine

### **Vehicles**

Dedicated Transports

- 3 each Rhino / Repressor / Chimera
- 2 each Razorback / Immolator
- 3 each Twin-linked Multi-Melta on Razorback
- 1 each Twin-linked Heavy Bolter on Razorback
- 1 each Heavy Flamer on Immolator

Valkyrie

- 3 each Valkyrie Assault Carrier
- 1 each Multiple rocket pods / Heavy bolter sponsons

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

- 17 first Land Raider
- 24 each additional Land Raider
- +4 each Redeemer
- +2 each Crusader
- 2 each Multi-Melta

Vehicles (each unit of vehicles counts as one vehicle, Land Raiders count as two, Drop Pods does not count, a squadron of Armoured Sentinels counts as one vehicle, other Sentinels and Cyclops 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