

4RT-kompmallen v6.1.1

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know more, please visit:
[http://www.svenska40k.se/forum/viewfo
rum.php?f=52](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 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 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 at least one Land Raider in the army*
- 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 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 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 Terminators

Command Squad

- 4 Apothecary
- 1 Furious Charge / Infiltrate / Counter-attack
- 0,5 each Plasmagun / Flamer
- 1 each Meltagun / Combi-Melta
- 1 Power Weapon
- 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)

Emperors Champion

- 7 Accept any challenge, no matter...
- 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 2nd Cyclone or Assault Cannon
- 1 Combi-Melta
- 0,5 Combi-Plasma / Combi-Flamer
- 2 Tank Hunters
- 2 Drop Pod (-0,5 extra for each Combi-Melta in the squad)

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 / 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 / Power weapon / pair of Lightning Claws
- 0,5 each Heavy bolter / Plasma gun / 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 each 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 each Power Weapon

Assault Squad

- 0,5 each Flamer
- 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)

- 16 first Land Raider
- 23 each additional Land Raider
- +1 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

Blood Angels

Blood Angels starts at 106 KP.

HQ

-7 Commander Dante

Gabriel Seth

-3 Gabriel Seth

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

-10 Astorath the Grim

-8 Sanguinor

-18 Mephiston

Captain Tycho

-2 Captain Tycho (+1 if Deathcompany Tycho)

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

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 / at least one Land Raider or Storm Raven in the army*

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 Storm Raven in the army*

-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 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

Elite

Sanguinary Priest

-1 Powerfist

-4 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 (-3 if Furioso or Deathcompany Dreadnought)
- 1 the first Blood Fist or Blood Talon (-3 if mounted in a Drop Pod or a Storm Raven is in the army*)
- 2 Blood talons
- 3 Wings of Sanguinius
- 1 Blood Lance
- 1 Might of Heroes
- 6 Fear of darkness
- 2 Shield of Sanguinus
- 1 Drop Pod (-3 for Furioso Dreadnought, -2 for Deathcompany Dreadnought, -2 if Dreadnought has multi-melta)

Chaplain

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

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 each 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 at least one Land Raider in the army*
- 3 the first Power Fist / Thunder Hammer
- 2 the second and third Power Fist / Thunder Hammer
- 3 Drop Pod

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 each 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 each 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

- 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)

Baal Predator

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

Heavy Support

Devastator squad

- 2 second unit of Devastators
- 4 third unit of Devastators
- 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
- 1 each Locator Beacon
- 1 each Multi-Melta

Vehicles

Land Raiders (all types)

- 16 first Land Raider
- 23 each additional Land Raider
- +3 each Redeemer
- +1 each Crusader
- 2 each Multi-Melta

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

- 13 first Blood Chalice / The Red Grail
- 9 each additional Blood Chalice / The Red Grail
- +3 if on Sanguinary Novitiate
- +1 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
- 1 each unit of Assault Marines with Jump Packs / Sanguinary Guard / Vanguard with Jump Packs

Chaos Daemons

Chaos Daemons start at 107 KP.

HQ

Bloodthirster

-10 each Bloodthirster

Great Unclean One

-7 each Great Unclean One

Lord of Change

-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

-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

-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

-1 each unit of Bloodletters

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

-2 Icon

Plaguebearers

-5 first unit of Plaguebearers

-3 each additional unit

-2 Icon

Horrors

-2 each unit of Horrors

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

-1 bolt of Tzeentch

-3 Changeling

-2 Icon

Daemonettes

-0,5 each unit of Daemonettes

-0,5 every fifth model in each unit

-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

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 at least one Land Raider in the army* (-2 if model has Terminator armour or Palaquin)

Greater Daemon

- 3 each Greater Daemon
- 10 Abaddon the Despoiler
- 7 at least one Land Raider in the army*
- 6 Typhus
- 4 at least one Land Raider in the army*
- 8 Ahriman
- 3 Huron Blackheart
- 1 at least one Land Raider in the army*
- 6 Khârn
- 2 at least one Land Raider in the army*
- 1 Lucious the Eternal

Elites

Dreadnought

- 2 each Dreadnought
- 1 first Dreadnought Close Combat Weapon
- +1 first Dreadnought without 2 Dreadnought Close Combat Weapons

Terminators

- 3 each unit of Terminators (-5 if unit numbers more than 5 models)
- 1 every third Champion in a unit
- 1 each (after the third) Heavy Flamer / Reaper Autocannon / Combiweapon / Power Fist / Chainfist / Pair of Lightning Claws
- 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 each unit of Noise Marines
- 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

Blood Slaughterer

-2 each unit of Blood Slaughterers

-2 each Blood Slaughterer model

Predator

-3 each Predator

-1 Sponsons

-1 Lascannon turret

Vehicles

Rhino

-3 each Rhino

Vehicles and Monstereous creatures (MC)

(each unit of vehicles counts as one
vehicle, 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

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
-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 at least one
Land Raider in the army*)
-2 each Grand Master (-4 at least one
Land Raider in the army*)
-2 Storm Shield
-1 Psycannon

Grey Knight Hero's Retinue
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 (in the army)

Inquisitor
+1 each Inquisitor
-1 Null Rod
-2 Psycannon
-1 Incinerator
-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)

-16 first Land Raider

-23 each additional Land Raider

+1 each Grey Knight Redeemer

+1 each Crusader

-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 at least one Land Raider in the army*

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 / at least one Land Raider in the army*
- 2 Power Fist

Chaplain

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

-10 Azrael

-5 Ezekiel

Librarian

- 2 each Librarian
- 2 Jump pack
- 3 Bike

Belial

- 1 Belial
- 2 at least one Land Raider in the army*
- 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 / Power weapon
- 0,5 each Heavy bolter / Plasma gun / Flamer
- 3 Drop Pod (-0,5 extra for each Meltagun in the squad)

Fast Attack

Ravenwing Attack Squadron

- 3 each unit taken as Troops
- 2 first unit if the army contains Terminators
- 1 Multi-melta / Meltagun
- 0,5 each Plasma gun / 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
- 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)

- 16 first Land Raider
- 23 each additional Land Raider
- +1 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

Dark Eldar

A Dark Eldar army starts at 110 KP

HQ

-8 Asdrubael Vect
-5 Dais of Destruction
-2 if the army contains Wracks or Grotesques and Asdrubael has not bought the Dais

-7 Lady Malys
-2 if the army contains Wracks or Grotesques

-2 Drazhar
-5 if the army contains Incubi

-6 Lelith Hesperax
-2 if the army contains Wracks or Grotesques

-8 Urien Rakarth

-5 Duke Sliscus
-0,5 each unit with Combat drugs in the army (except Sliscus himself)
-0,5 each Raider, Venom or Ravager in the army
-2 if the army contains Wracks or Grotesques

-1 Kheradruakh the Decapitator

-4 Baron Sathonyx
-1 each unit of Hellions

-0,5 every 2nd Hellion in the largest unit of Hellions in the army.

-4 if the army contains Wracks or Grotesques

Archon

+1 each Archon
-0,5 each Venom blade / Blast pistol / Power Weapon / Blaster / combat drugs
-1 Whip / Husk blade / Djin blade
-2 Agoniser
-1 Soultrap (only count this if the model has a Power Weapon, Whip, Djin blade or Husk blade)
-2 Clone field
-3 Shadow field
-2 if the army contains Wracks or Grotesques
(See also the separate entry for webway portal)

The court of the Archon
-0,5 every Sslyth

Succubus

-1 each Succubus
-0,5 Venom blade / Blast pistol / Power Weapon
-1 Whip
-2 Agoniser
-2 if the army contains Wracks or Grotesques

Haemonculi-

-7 first Haemonculus
-5 each Haemonculus after the first
-0,5 each Whip / Husk blade / Mindphase

gauntlet / Flesh gauntlet

-1,5 Agoniser

-1 Soultrap (only count this if model has a Power Weapon, Whip, Mindphase gauntlet or Husk blade)

-0,5 each Casket / Crucible of Malediction / Dark gate / Orb

-1 each Liquifier gun / Archangel of pain

-2 each Animus Vitae / Shatter shard
(See also the separate entry for webway portal)

Elites

Incubi

-1 per unit
-0,5 per model
-0,5 Bloodstone

Grotesques

-0,5 per model
-1 Liquifier gun

Wracks

-1 each unit
-1 if taken as troops
-1 Liquifier gun
-1 Agoniser

Mandrakes

Kabalite Trueborn
-1 each Agoniser / Splinter cannon / Blaster
-1,5 each Dark lance

Hexatrix Bloodbrides
-0,5 every 5th model
-0,5 each Power Weapon / Shardnet and impaler
-1,5 each Agoniser

Troops

Kabalite Warriors
-0,5 every 5th model
-1 each Agoniser / Splinter cannon / Blaster
-1,5 each Dark lance

Wyches
-0,5 each unit
-0,5 every 5th model
-0,5 each Power Weapon / Shardnet and impaler
-1,5 each Agoniser

Fast Attack

Hellions
-1 every 5th model
-0,5 each Power Weapon
-1 each Stunclaw
-1,5 each Agoniser

Scourges
+1 every 3rd model

-1 each Splinter cannon / Haywire blaster / Heat lance / Blaster/ Dark lance / Agoniser

Beastmasters
-0,5 each Power Weapon
-1,5 each Agoniser
-1 each Claw fiend
-0,5 every 3rd khymerea, bestmaster or Razorwing

Reavers
-0,5 each Power Weapon
-1 each Heat lance / Cluster Caltrops / Blaster
-1,5 each Agoniser

Heavy Support

Ravager
-6 each Ravager
+0,5 each Disintegrator cannon
-0,5 each Shock prow / Torment grenade launchers / Grisly trophies
-1 each Night shields / Flickerfield

Talos and Cronos
-4 first Talos / Cronos
-5 second Talos / Cronos
-6 third Talos / Cronos
-1 each Twin-linked Liquifier gun / Chain Flails
-2 each Spirit probe
-3 each Spirit vortex

Razorwing Jetfighter
-5 each Razorwing Jetfighter

-1 each Night shields / Flickerfield
+0,5 each Disintegrator cannon

Voidraven Bomber
-6 each Voidraven Bomber
-1 each Night shields / Flickerfield
-1 each Missile (-2 each Implosion missile)

Vehicles

Raider
-3 each Raider
+0,5 each Disintegrator cannon
-0,5 each Night shields / Flickerfield / Shock prow / Torment grenade launchers / Grisly trophies

Venom
-2 each Venom
-0,5 each Night shields / Grisly trophies
-1 each extra Splinter cannon

Vehicles and Monstrous creatures (MC)
(Raiders and Venoms 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

Webway portal

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, Hexatrix, Harlequin, Wrack or Incubi without a dedicated transport.

-1 each Talos/Cronos

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 (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 and Shimmersield: -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 Scorpions Claw
-3 Infiltrate (if mounted in a Wave Serpent)

Fire Dragons
-3 at least one transport in the army*

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 forth unit of Guardian Jetbikes
-4 each unit after the forth 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

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

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 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

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 Grenade launcher

-4 each Regimental Standard

-3 (first in the army) Astropath (-6 if the army includes Creed or Al'Rahem)

-4 each Master of Ordnance

-5 (first in the army) Officer of the Fleet

-5 Krell

-7 Creed

-8 Straken

+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:

(all penalties are cumulative)

-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.

(all penalties are cumulative)

-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 each Eviscerator

-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

-3 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 Grenade launcher

-6 Commander Chenkov

Captain Al'Rahem

-4 Captain Al'Rahem

-2 each Chimera in Al'Rahem's Infantry

Platoon (in addition to the Chimera

Dedicated Transport penalty)

Infantry Squad

-1,5 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)

(all penalties are cumulative)

-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

-0,5 each Heavy Weapon after the first
-0,5 each Lascannon / Autocannon (to a maximum of -1)

Special Weapons Squad

+1 each Special Weapons Squad
-1 each Meltagun / Demolition Charge
-0,5 each Flamer / Plasma Gun / Grenade launcher

Conscripts

-1 each 'Send in the Next Wave'

Penal Legion Squad

0

Veteran Squad

-1,5 each Lascannon
-1 each Autocannon / Meltagun / Heavy Flamer
-0,5 each Missile launcher / Heavy bolter
/ Flamer / Plasma Gun / Grenade launcher
-1 each 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 after the second in the army

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 each Heavy bolter sponsons

Salamander Scout Vehicle

-1 each Salamander Scout Vehicle

Cyclops

-2 each Cyclops

Tauros Squadron

-1 each Tauros

Tauros Venator Squadron

-1 each Vanator

-2 each Lascannon

Valcyrie Sky Talon Transport

-2 each Sky Talon

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 Klaw (including Mega Armour)

-1 Bosspole

-1 Attack squig

-2 Cybork Body

Big Mek

(see also separate Kustom Force Field penalty below)

-2 Shokk attack gun

-1 Bosspole

-1 Power Klaw

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

Weirdboy

+2 each Weirdboy (-2 if Warphead)

Elite

Lootas

-1 each Loota model

Burna boyz

-3 each unit of Burna boyz

Tankbustas

-3 each Powerklaw

-1 each Bosspole

Nobz

(all penalties are cumulative)

-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*

-2 if an Independent Character with bosspole is present in the army (only count this once for every unit 'with' an IC with bosspole)

Kommandos

-3 each Powerklaw

-1 each Bosspole

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

Mekboy Junka (Elites or as transport)

-3 each Mekboy Junka

-2 each Grot Bomb

-2 Shokk Attack Gun

Grot Tank Battle Mob

-2 each Grot Tank

-1 each Kommanda

-1 second squadron

-2 third squadron

Troops

Ork boyz

-2 each unit of Ork Boyz

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

-1 each Bosspole

-1 each 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

-3 each unit of Stormboyz (-5 if squad numbers 15 models or more)

-3 each Powerklaw

-1 each Bosspole

-5 Boss Zagstruk

Warbuggies

-1 second squadron

-2 third squadron

-0,5 each Warbuggy

-0,5 each Rokkit Launcha

Warbikers

-3 each Powerklaw

-1 each Bosspole

-2 each unit taken as Troops

Deffkoptas

-2 each unit of Deffkoptas

-1 each Buzzsaw

Grot Bomm Launcha

-2 each Grot Bomm Launcha

Warkopta

-3 each Warkopta

Heavy Support

Battlewagon

-10 first Battlewagon

-15 each additional Battlewagon

+5 first 'ard case

-6 each Deff rolla

-3 each 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 each Boomgun

-2 each Boarding plank

Flash Gitz

+1 each Flash Git model

-4 each Painboy

+3 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

Big Squiggoth

-4 each Big Squiggoth

Vehicles

Trukks

- 2,5 each Trukk
- 1 each Reinforced ram

Vehicles and Monstous Creatures (each Killa Kan in a unit counts as one separate vehicle, other units of vehicles count as one vehicle)

- 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

Kustom Force Field

-5 each Kustom Force Field

(These penalties below apply once if the army includes at least one Kustom Force Field up to a maximum of -15)

- 4 each Battlewagon
- 2 each Deffdread / Gun Wagon
- 1 each Killakan / Trukk / Junka / Mega-Dread / Meka-Dread

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 each 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 at least one Land Raider in the army*
- 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 / at least one Land Raider in the army*

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 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*

Kantor

- 8 Kantor
- 3 at least one Land Raider in the army*

Vulkan

- 8 Vulkan
- 1 at least one Land Raider or Drop Pod 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

Calgar

- 10 Calgar
- 5 at least one Land Raider in the army*
- 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

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

Techmarine

- +1 each Techmarine

Legion of the Damned

- +1 each Legion of the Damned squad
- +0,5 each Legionnaire
- 3 each Power fist
- 1 each Power weapon
- 1 each 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 each unit numbering 10 models
- 2 each 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 each Power Fist
- 1 each Combi-melta
- 0,5 each Heavy bolter, Missile launcher, Combi-plasma, Combi-flamer

- 2 each 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 each unit 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 each Power Fist
- 2 Cluster Mines

-0,5 melta-bombs
-1 each Combi-melta
-0,5 each 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 each 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 at least one Land Raider or Drop Pod in the army*

-25 Njal Stormcaller

-5 at least one Drop Pod in the army*

-10 Canis Wolfborn

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

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 Runic 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 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 pair of Wolf Claws / Frost Blade / Frost Axe

-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)

-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 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

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-weapon)

-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)

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

-1 each Combi-melta

-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)

Dreadnoughts

-2 each 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

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 each Power Weapon (only if the unit carries a Wolf Standard)

-0,5 each 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 each Wolf Standard

-0,5 each Plasma gun, 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 / Meltagun 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 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)

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

-1 each meltagun, combi-melta

Fenrisian Wolf Pack (Fast Attack or Troops)

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

Only count the penalty below for the first unit of Fenrisian wolves and if there are no units of Thunderwolf Cavalry:

-3 each Wolf lord on Thunder Wolf Mount in the army

-2 each Wolf guard battle leader on Thunder Wolf Mount in the army

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

Skyclaw Assault Pack

- 1 each Power Weapon
- 2 each 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)

- 16 first Land Raider
- 23 each additional Land Raider
- +3 each Redeemer
- +1 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

Tau Empire

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

-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

Elites

Stealth suits

-0,5 each Stealth Suit

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

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 containing more than 5

Vespid

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 each Fusion Cannon

-3 each Railgun

-1 each Smart Missile System

-4 each Disruption Pod

Sky Ray

-2 each Sky Ray

-1 each Smart Missile System

-3 each 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 third 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 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 / 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 each 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 each Lictor Brood

+2 each lictor

-2 Deathleaper

Venomthrope

-1 each Venomthrope brood

-1 Mycetic Spore

Zoanthrope Brood

-3 each Zoanthrope

-3 Mycetic Spore

The Doom of Malan'tai

-3 The Doom of Malan'tai

-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

-1 each Genestealer Brood

-1 each 5 Genestealers in the army

-1 each Broodlord

-1 each unit with Toxin sacs

Termagaunts

-1 each 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 each 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 111 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

Adepta Sororitas Heroine's Retinue

Same as Celestians

Inquisitor Lord

- +1 each Inquisitor Lord

- 2 Divine Pronouncement / Purgatus

- 1 Combi-

Zealots

- 1 each unit of Zealots
- 2 each Eviscerator

Fast Attack

Seraphim Squad

- 2 each unit of Seraphims
- 1 each Twin inferno pistols
- 0,5 each Twin hand flamers
- 1 each Power Weapon
- 2 each Eviscerator
- 4 each Book of St. Lucius

Dominion Squad

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

Heavy Support

Retributor Squad

- 1 each Heavy Bolter
- 1 each Veteran Superior
- 4 each 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)

- 16 first Land Raider
- 23 each additional Land Raider
- +1 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