

40k-kompmallen Beta

Hur mallen skall användas

40k-kompmallen är utarbetad efter enheters och vals poängkostnad och vad de egentligen bör kosta. Det är inte en modifiering utav den faktiska poängkostnaden man köper sin armé för utan ett kompvärde vid sidan om som har samma skala som 40k's poängsättning. För att räkna ut sin komp behövs sin uträknade armélista, den poängsumman man spelar samt sitt codex komplista. Kompen utgår från den poängsumma man spelar och modifieras sedan med de listade kompförändringarna.

Om det finns en parantes efter en bonus/straff så ersätter det värde som står i parentesens bonusen/straffet om det stom står inom parentesens uppfylls.

Nyckelord:

With/embark – Om det går att kombinera enheter olika, t.ex. två Hive Tyrants med "varsinn" enhet Tyrant Guards, använd alltid den kombination som ge mest straff. Modellen/valet ger straff/bonus om det vid deployment går att kombinera ihop armélistan på ett sådant sätt att kravet uppfylls. T.ex. om armén innehåller en Death Company-enheter om 10 man, en om 5 man och Astorath the Grim så kommer 10-manna-enheter att ge +2 per modell.

Present – Om valet finns med i armélistan så uppfylls kravet för straffet/bonusen.

In the army – Straff/bonus baserat på antalet modeller/val av en viss typ i armén (inte per enhet).

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Black Templars

HQ

Marshal

- +10 Adamantine Mantel
- +10 Storm Shield
- 5 Iron Halo

Castellan

- +5 Bike or Jump Pack
- +5 Storm Shield
- 10 Iron Halo

Master of Sanctity

- +10 Artificer Armour
- +10 Adamantine Mantel
- 20 Helbrecht
- 20 Grimaldus

Elites

Terminators

- +2 each Terminator
- +5 each Assault Cannon or Cyclone Missile Launcher with Tank Hunter

Assault Terminators

- 2 each Assault Terminator with Lightning Claws
- +5 each Assault Terminator with Thunderhammer & Storm Shield

Sword Bretheren

- 2 each Sword Bretheren without Infiltrate

Dreadnought

- +10 Tankhunter
- 10 Venerable
- 20 Techmarine

Troops

Crusaider Squad

- 10 Plasmacannon
- +5 Lascannon
- +5 Missile launcher
- +9 Plasmagun

Fast Attack

Assault Squad

- 4 each Initiate

Land Speeders

- +30 each Typhoon Missile Launcher

+20 each Assault cannon

Bike Squadron

-7 each Initiate Biker

+9 each Plasmagun

Attack Bike Squadron

-5 each Attack Bike (-10 if with Multi-Melta)

Heavy Support

Predator Annihilator

-20 each Predator Annihilator

+10 Heavy Bolter Sponsons

+15 Lascannon Sponsons

Predator Destructor

-25 each Predator Destructor

+10 Heavy Bolter Sponsons

+15 Lascannon Sponsons

Land Raider

+20 if Assault Terminators are present

Dedicated Transports

-15 each Rhino

Razorback

-25 each Razorback (-15 if with Twin-Linked Lascannons)

Blood Angels

HQ

- 15 Dante
- 10 Seth
- 30 Sanguinor
- +25 Mephiston
- 5 Captain Tycho (-25 if Death Company Tycho)
- 10 Captain

Librarian

- +15 Fear of Darkness
- +10 Shield of Sanguinius
- +5 Blood Lance
- +5 Unleash Rage
- +30 Rulebook Powers (+40 if Epistolary)
- 20 Epistolary

- +20 Honor Guard unit (+30 if with Jump Packs and IC with Jump Pack is present)

Elites

- 15 Sanguinary Guard unit

Furioso Dreadnought

- 10 Frag Launcher (only if Drop Pod is not taken)
- +30 Blood Talons

Furioso Librarian

- 10 each Furioso Librarian
- +15 Fear of Darkness
- +25 Wings of Sanguinus
- +5 Blood Lance
- +20 Rulebook Powers

Terminator Squad

- +10 each Terminator unit (+20 if 10 man strong)
- +10 each Cyclone Missile Launcher
- 10 each Heavy Flamer

Terminator Assault Squad

- +5 each Storm Shield if Blood Chalice/Red Grail is present

Techmarine

- 10 each Techmarine
- +5 Combi-Melta if Jump Pack is chosen
- 5 each Servitor with a Heavy Weapon

Sternguard Veteran Squad

- 3 each Combi-Plasma
- 3 each Combi-Melta

Sanguinary Priests

+30 each Sanguinary Priest (+35 if Corbulo)

Troops

Death Company

+2 each model with a Chaplain/Reclusiarch/Astorath

-5 each model with Jump Pack

Death Company Dreadnought

+30 Blood Talons

-5 Scout Squad

Assault Squad

+1 each model if Blood Chalice/Red Grail is present

Fast Attack

Land Speeder Squadron

+10 each Typhoon Missile Launcher

+5 each Land Speeder with 2 Heavy Bolters

Baal Predator

-5 Heavy Flamer sponsons

Attack Bike Squad

+5 each Attack Bike

Bike Squad

+3 each Bike (+/- 0 if Blood Chalice with Jump Pack/Bike is present)

Heavy Support

Dreadnought

+15 2 Twin-linked Autocannons

-5 Twin-linked Heavy Flamer

Stormraven Gunship

+15 each Stormraven

+20 if Assault Terminators can embark

+10 if Furioso/Librarian/Deathcompany Dreadnought can embark

+5 if Dreadnought can embark

Devastator Squad

+5 each Missile Launcher

Predator

+20 each Predator

-20 Twin-Linked Lascannon

-10 Heavy Bolter Sponsons

-25 Lascannon Sponsons

-25 each Whirlwind

Dedicated Transports

-5 Rhino

Razorback

+5 Lascannon and twin-linked Plasma gun

Land Raider (any type)

+20 if Assault Terminators can embark

Chaos Space Marines

HQ

- +15 Abbadon (+20 if Land Raider present)
- +10 Huron
- +5 Ahriman
- +5 Typhus
- 15 Lucius
- 15 Fabius Bile

Chaos Lord

- +5 Bike

Chaos Sorcerer

- +5 Mastery Level 2
- +10 Mastery Level 3

Daemon Prince

- +10 Wings
- +15 Black Mace

Relics / Steeds:

- 5 Dimensional Key
- +10 Axe of blinding Fury (+15 if on non-infantry-character)
- +5 Burning brand of Skalathrax (+10 if on non-infantry-character)
- 10 Murder Sword
- +5 Scrolls of Magnus
- +5 Juggernaut of Khorne

Troops

- +1 each Zombie (+2 each Zombie after the 35th)

Elites

- +10 each Chosen unit taken as Elites
- 5 each Possessed

Terminators

- +5 each model if transport available
- +4 each model with Mark of Nurgle
- 10 each Mutilator (+/- 0 if Land Raider present)
- 3 each Berzerker (-2 if scoring)
- 4 each Thousand Son (-2 if scoring)
- +2 each Plague Marine (only if scoring)

Noice Marines

- 2 each Noise Marine (+/-0 if scoring)
- +1 each Sonic Blaster

Fast Attack

Chaos Bikers

+3 each Chaos Biker with Mark of Nurgle and if non-infantry IC is present

Chaos Spawns

+3 each Spawn with Mark of Nurgle

-5 each Warptalon

Heldrake

+20 2nd Heldrake

+30 3rd Heldrake

-10 Hades Autocannon

+30 Baleflamer

Heavy Support

Havocs

+2 each Autocannon

-5 each Flakk Missile

Obliterators

+5 each Obliterator (+10 with Mark of Nurgle)

-20 Defiler

-15 Forge Fiend

+5 Vindicator

+5 Predator

Other

Mastery Levels (count all Mastery Levels present except those on Named Characters)

+12 one Mastery Level

+24 two Mastery Levels

+36 three Mastery Levels

+48 four Mastery Levels

+60 five Mastery Levels

+72 six Mastery Levels

+84 more than six Mastery Levels

Chaos Daemons

HQ

Fateweaver

+30 Fateweaver

+10 each unit of Flamers, Fiends, Screammers and Bloodcrushers with Fateweaver

-20 Skarbrand

-10 Ku'gath

Lord of Change

+10 each Lord of Change

+20 Breath of Chaos

Blood Thirster

+10 each Blood Thirster

+10 Might of Khorne

-15 each Keeper of Secrets

Epidemus

+20 Epidemus (+50 if allied with C:CSM)

+10 each Breath of Chaos present

Skulltaker

-10 Skulltaker on foot

Herald of Khorne

-20 Herald of Khorne on foot

Herald of Tzeentch

+10 Herald of Tzeentch on Chariot

-10 Herald of Slaanesh

Elites

+5 each Fiend after the first 5

Flamers

+5 each of the first 9 Flamers

+10 each Flamer after the first 9

+10 each Flamer if Allied to C:CSM

-5 each Beast of Nurgle

Troops

+2 each Plague Bearer

-1 each Bloodletter

-5 each unit of Daemonettes

Horrors

+10 Changeling

Fast Attack

Screamers

+5 each of the first 9 Screamers

+15 each Sceramer after the first 9

+15 each Screamer if allied to Chaos Space Marines

Flesh Hounds

-1 each Flesh Hound

-10 Karanak

-2 each Fury

Heavy Support

+15 Soulgrinder

Deamon Prince

+10 Breath of Chaos with Wings

+10 Pavande of Slaanesh with Wings

Seeker Chariot of Slaanesh

+10 each Seeker Chariot of the first 3

+20 each Seeker Chariot after the first 3

Other

Flying Monstrous Creatures

+20 2nd Flying Monstrous Creature

+40 3rd Flying Monstrous Creature

+50 each Flying Monstrous Creature after the 3rd

Dark Angels

HQ

- 25 Azrael (+/-0 if allied with Imperial Guard)
- +20 Ezekiel
- 10 Asmodai

Belial

- 15 Sword of Silence
- 20 Lightning Claws

Sammael

- 15 Corvex

- +30 Librarian

Command Squad

- +35 Banner of Devastation

Deathwing Command Squad

- 25 each Deathwing Command Squad
- +35 Banner of Devastation

Ravenwing Command Squad

- 10 each Ravenwing Command Squad
- +15 Ravenwing Grenade Launcher
- +35 Banner of Devastation

Troops

- 1 each Scout

Elites

Deathwing Terminator Squad

- 4 each model (+/-0 if Scoring)
- +3 each model in the largest unit if Belial is present
- 3 each Deathwing Knight

Dreadnought

- +10 each TL Autocannon

Fast Attack

Ravenwing Attack Squadron

- 2 each model (+2 if Scoring)

Ravenwing Support Squadron

- +15 each Typhoon Missile Launcher

Ravenwing Black Knights

- +2 each Black Knight
- +15 Ravenwing Grenade Launcher

- 20 Nephilim Jetfigher 4th 5th
- 20 Ravenwing Dark Talon

Heavy Support

- 30 Land Speeder Vengeance

Other

Bikes (any kind, including Attack Bikes)

- +3 each of the 10th-19th Bike
- +4 each of the 20th-29th Bike
- +5 each Bike after the 29th

Dark Eldar

HQ

Asdrubal Vect

- 30 Asdrubal Vect
- 50 Dais of Destruction

- 20 Lady Malys
- 40 Drazhar
- 15 Lelith Hesperax
- 20 Urien Rakarth
- 30 Duke Sliscus
- 40 Kheradruakh
- +10 Baron Sathonyx

Archon

- +10 Shadow Field

The Court

- +10 each model if majority of models is Sslyth

Elites

- +3 each Incubi if Haemonculus (and Ancient) or Urien is present
- +5 each Grotesque if Haemonculus (and Ancient) or Urien is present
- 5 each Mandrake

Fast Attack

- 3 each Hellion

Scourges

- 5 each model
- +5 each Splinter Cannon

Beastmasters

- +5 each Razorwing flock
- 2 each Reaver Jetbike

Heavy Support

Ravager

- +10 3rd Ravager

Dedicated Transports

- +10 each Raider after the 3rd

Venoms

- +5 3rd Venom

+10	4 th Venom
+15	5 th Venom
+20	6 th Venom
+25	each Venom after the 6 th

Other

+20	3 rd Flyer
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Eldar

HQ

+20 Eldrad (+30 if as allied, only count this and the Runes of Warding penalty once per army)

Farseer

+10 Doom

+10 Guide

+5 each Rulebook Power

+20 Runes of Warding (+30 if as allied, only count this penalty once per army)

Fortune: In main army or as allied. Count the most expensive you can use for each possible Fortune once each turn.

Example: Eldrad pick the two most expensive unit + ICs he can cast Fortune on and yes, if there are more than one IC that can join a unit, all are penalized.

+5 each Warlock, Yriel, unit of Shining Spears (only if Farseer on Jetbike), Autach on Jetbike

+10 each unit of two or more War Walkers, unit of Harlequins, unit of Wraithguards, Warlock on Jetbike

+20 each of the following: Shadowseer, Shadowfield, Phoenix Lords, Avatar, Aegis Defense Line

Example:

Eldrad: 210 pts, +20 basic, Fortune: +10 Baron, +10 Wraithguards, +10 War Walkers = 260 pts for Eldrad.

Farseer with Fortune and Runes of Warding: 100 pts, Fortune: +10 Harlequins, +20 Shadowseer = 130 pts for Farseer.

Warlocks

-5 each Warlock without Fortune

-20 Fuegan

-20 Karandras

-30 Asurmen

-40 Jain Zar

-20 Maugan Ra

-40 Baharroth

Elites

-2 each Striking Scorpion

+5 each Wraithguard if Scoring with Fortune

-3 each Howling Banshee

Fire Dragons

+2 each Fire Dragon in a Wave Serpent

+5 Crack Shot

Harlequins

+2 each Harlequin if fortune is present

-2 each Harlequin if without Shadowseer
+10 Shadowseer

Troops

-2 each Dire Avenger

Rangers

-2 each Pathfinder

Guardians

-2 each Guardian without an Avatar present

-5 Starcannon

-5 Bright Lance

Storm Guardians

-2 each Storm Guardian (-1 each with an Avatar present)

Guardian Jetbikes

+5 second unit of Guardian Jetbikes

+10 each unit of Guardian Jetbikes after the 2nd

Fast Attack

-2 each Warp Spider

-4 each Swooping Hawk

Shining Spears

-5 each Shining Spear

+10 Skilled Riders

Vyper

-5 each Vyper of the first three without 2 Shuriken Cannons

-3 each of Vyper 4-6 without 2 Shuriken Cannons

-2 each of Vyper 7-9 without 2 Shuriken Cannons

-10 each Holo-Field

-5 each Vectored Engines

-5 each Star Engine

+5 each of Vyper 4-6

+10 each of Vyper 7-9

Heavy Support

Support Weapons (only if no Aegis Defense Line is present)

-10 D-Cannon

-10 Vibro Cannon

Dark Reapers

-5 each Dark Reaper

+10 Crack Shoot

Wraithlord

+10 each Wraithlord

+10 Brighlance

- +10 Missile Launcher
- 5 Starcannon
- 15 if no Farseer or Warlock is present

War Walkers

- +5 each War Walker if Aegis Defense Line is present
- +5 each War Walker with 2 Scatter Lasers
- 5 Starcannon
- 5 Bright Lance
- +5 Guide
- +5 each of War Walker 4-6
- +10 each of War Walker 7-9

Falcon

- 10 each Falcon
- 10 Holo-Field

Fire Prism

- 10 first Fire Prism
- 10 Holo-Field

Dedicated Transports

- 20 Wave Serpent

Grey Knights

HQ

- 20 Mordrak
- 60 Stern
- 30 Crowe

Grand Master

- 15 each Grand Master
- +20 Rad Grenades
- +10 Psychotroke Grenades
- 10 Brother Captain

Coteaz

- +40 if with Codex Powers
- +90 if with Rulebook powers
- 25 Karamazov
- 50 Valeria

Inquisitors

- +20 Rad Grenades
- +10 Psychotroke Grenades

Elites

Techmarine

- 20 each Techmarine
- +25 Rad Grenades
- +10 Psychotroke Grenades
- +15 Blind Grenades

Purifiers

- +2 each model if taken as Troops
- +10 each Psycannon

Venerable Dreadnought

- 50 each Venerable Dreadnought
- +10 Twin-Linked Autocannon with Psybolt Ammunition

Paladins

- +5 each model if taken as Troops
- +5 each Psycannon
- +10 Warding Stave
- 25 Callidus
- 30 Eversor
- 45 Culexus

Henchmen

+15 each unit of Henchmen taken as Troops
+3 each Crusader
+3 each Death Cult Assassin
-5 each Jokaero

Troops

Terminators

+5 each Terminator
-15 Justicar Thawn

Fast Attack

Stormraven

+25 Twin-Linked Multi-Melta
+10 Hurricane Bolters with Psybolt Ammunition

Heavy Support

-2 each Purgation model

Dreadnought

+10 Twin-Linked Autocannon with Psybolt Ammunition

-20 Dreadknight

Dedicated Transports

Razorback

+10 Twin-Linked Heavy Bolter with Psybolt Ammunition

Imperial Guard

HQ

Company Command Squad

- +5 each Plasmagun or Meltagun after the 2nd
- 3 each Bodyguard
- 30 Nork Deddog

- 10 Lord Commissar

- 25 Commissar Yarrick

Note: Commissars and Yarrick do not get their bonus if there is more than 30 Guards in a platoon

Elites

- 5 each Ogryn without Yarrick or an allied HQ with 3+/2+ save and is a Battle Brother

- +30 each Psyker Battle Squad

- +15 Marbo

Troops

Platoon Command

- +5 3rd Plasmagun or Meltagun

Infantry Squad

- 3 each Heavy Bolter or Missile Launcher in a squad without possibility to have an Commissar
- +1 each Guardsman in a Platoon with Commissar/ATSKNF-character
- +20 each Platoon with Commissar/ATSKNF-character after the first

Heavy Weapon Squads

- 5 each Heavy Bolter or Missile Launcher (to a maximum of -30 in the army)

Conscripts

- +1 each Conscript after the first 20 in a unit with Commissar/ATSKNF-character present
- +15 each unit with Commissar/ATSKNF-character present after the first

Veteran Squad

- +5 3rd of the same special weapon
- 5 Harker
- 15 Bastonne

- 10 each Penal Legion Squad

Fast Attack

- +5 each Scout Sentinel after the 3rd
- 2 each Rough Rider

Hellhound/Devil Dog/Bane Wolf

- +10 2nd Hellhound/Devil Dog/Bane Wolf

+20 each Hellhound/Devil Dog/Bane Wolf after the 2nd

Valkyrie

+20 first Valkyrie

+30 each Valkyrie after the 1st

+10 Rocket Pods

Vendetta

+30 first Vendetta

+40 each Vendetta after the 1st

Heavy Support

Leman Russ

+10 2nd Leman Russ

+20 3rd Leman Russ

+30 each Leman Russ after the 3rd

-10 each Battle Tank (-20 if with Pask)

-30 each Vanquisher (-50 if with Pask)

-20 each Eradicator (-40 if with Pask)

-10 each Demolisher (only if with Pask)

-10 each Executioner (-20 if with Pask)

-5 each Hydra

+10 each Basilisk after the first

-15 each Colossus

+25 each Manticore

-20 each Deathstrike

Dedicated Transports

Chimera

+10 4th Chimera

+15 5th Chimera

+15 each Chimera after the 5th

Other

+5 each vehicle if Aegis Defense Line is present

Necrons

HQ

- +10 Imotekh the Stormlord (+20 if there is a Cryptek Harbinger of Eternity with Chronometron in the army, additionally +30 if army includes both Canoptek Scarabs and Canoptek Spyders)
- +20 Nemesor Zahndrek (+50 if army includes at least 3 Flyers)
- +15 Vargard Obyron
- 10 Trazyn the Infinite
- 5 Illuminor Szeras

Necron Overlord

- +10 Warschyte
- +10 Mindshackle Scarabs
- +15 Sempiternal Weave

Destroyer Lord

- +5 if Wraiths are present
- +10 Mindshackle Scarabs
- +15 Sempiternal Weave

Royal Court

- +15 each Cryptek Harbinger of Despair if Deathmarks with Night Scythe are present
- +10 each Cryptek Harbinger of the Storm if a transport for the Cryptek is present

Elites

- 2 each Deathmark in a unit without Cryptek Harbinger of Despair
- 5 each Lychguard
- 2 each Flayed One
- 15 each C'tan Shard
- 5 each Triarch Praetorian

Troops

- +1 each Immortal

Fast Attack

Canoptek Wraiths

- +5 each Wraith in the first unit
- +10 each Wraith in the 2nd unit
- +15 each Wraith in the 3rd unit
- +1 each Canoptek Scarab (+3 each Scarab if at least 3 Canoptek Spyders are present)
- 3 each Tomb Blade

Heavy Support

-25 each Doomsday Arc

Annihilation Barges

+30 1st Annihilation Barge

+40 2nd Annihilation Barge

+50 3rd Annihilation Barge

+25 each Doom Scythe

Canoptek Spyders

+10 each Canoptek Spyder

+15 each Canoptek Spyder 4-6 if Canoptek Scarabs are present

+30 each Canoptek Spyder 7-9 if Canoptek Scarabs are present

Dedicated Transports

Night Scythe

+30 1st Night Scythe

+40 2nd Night Scythe

+50 each Night Scythe after the 2nd

-10 each Ghost Arc

Orks

HQ

Warboss

- +10 Mega Armour
- +10 Powerklaw on Warbike
- +5 Cybork Body

Big Mek

- +5 each vehicle or vehicle squadron with Kustom Force Field (+10 each Battlewagon)

- 40 Mad Dok Grotznik

- +10 Wazdakka

- 25 Ghazghkull

Elites

- +5 each Tankbusta with Tankhammer

- 2 each Burna Boy

Lootas

- +2 each Loota of the first 15

- +3 each Loota after the first 15

Nobz

- +5 each Nob if taken as Troops

- +20 Painboy (+30 if unit is mounted on Warbikes)

- +5 first Bosspole in each unit

- +5 each Warbike after the 3rd

- +10 each Meganob if taken as Troops

Kommandos

- 2 each Kommando

- 15 Snikrot

Troops

Ork Boys

- +1 each Shoota Boy

- 5 each Rokkit

- +5 Bosspole

Grots

- +10 more than 50 Grots

- +10 more than 80 Grots

- +20 more than 100 Grots

Fast Attack

- +1 each Storm Boy after the first 20

Warbikes

- +3 each Warbike taken as Troops
- +5 Bosspole
- +5 each Deffkopta if character on Warbike is present
- +5 each Warbuggie after the 3rd

Heavy Support

- +5 each Killa Kan
- +10 each Deffdread

Battlewagon

- +20 Deathrolla
- +10 2nd Battlewagon
- +20 each Battlewagon after the 2nd

Big Guns

- +10 each Kannon
- +5 each Lobba
- 5 each Flash Gitz in a unit without a Painboy

Sisters of Battle

HQ

+50 Saint Celestine (+65 if allied to another codex)

Sororitas Command Squad

-25 each Command Squad

-5 each Heavy Flamer

+5 each Multi-Melta

+5 each Heavy Bolter

-5 Kyrinov

+10 Uriah Jacobus

-30 Ecclesiarchy Confessor

Battle Conclave

+3 each Crusader

+3 each Death Cult Assassin

Elites

-10 each Ecclesiarchy Priest

-1 each Celestian

-4 each Repentia

Troops

-1 each Battle Sister

Fast Attack

+1 each Seraphim

Dominion Squad

+5 each Meltagun

+5 each Flamer

Heavy Support

-1 each Retributor

+5 Heavy Bolter

+5 Heavy Flamer

+10 each Exorcist

-10 each of the first three Pentinent Engines

Dedicated Transports

+10 each Rhino

-10 each Immolator (+/-0 if chosen by a Dominion Squad)

Space Marines

HQ

- 10 Cato Sicarius
- +5 Cassius
- +25 Lysander

Shrike

- +2 each Assault Terminator in the largest unit

Vulkan

- +3 each Flamer or Meltagun that becomes Twin-Linked
- +5 each Multi-Melta that becomes Twin-Linked
- +1 each Thunder Hammer that becomes Master-crafted

- 10 Korsarro Khan

Chaptermaster/Captain

- +15 Bike with Artificier Armour
- 5 each Honor Guard
- +15 each Command Squad on Bikes

Librarian

- 20 Rulebook spells
- 20 Epistolary upgrade
- +10 Storm Shield

Elites

Terminators

- +10 each Terminator unit (+20 if 10 man strong)
- +10 each Cyclone Missile Launcher
- 10 each Heavy Flamer

Assault Terminators

- +10 each Assault Terminator unit (+20 if 10 man strong)
- 2 each Terminator with Lightning Claws
- 10 only Lightning Claws in a whole unit of Assault Terminators
- +5 each Assault Terminator with Thunderhammer & Storm Shield

Sternguard Veterans

- +3 each Sternguard with Combi-Melta
- +3 each Sternguard with Combi-Plasma
- +2 each Sternguard if Kantor is present

Venerable Dreadnought

- 30 each Venerable Dreadnought
- +15 2 Twin-Linked Autocannons

Dreadnought

+15 2 Twin-Linked Autocannons

+10 Ironclad in Drop Pod

Techmarine

-10 each Techmarine

-20 each Servitor unit

-10 each Legion of the Damned model

Troops

Scouts

-1 each Scout

-10 Telion

Fast Attack

+5 each Bike taken as Troops

-5 each Vanguard Veteran (-10 if with Jump Pack)

Land Speeders

+10 each Typhoon Missile Launcher

+5 each Attack Bike

-25 each Stormtalon (-10 each Stormtalon after the first)

Heavy Support

+20 each Thunder Fire Cannon

+20 each Land Raider if Assault Terminators can embark

-40 Chronus

Predator

+15 each Predator

-20 Twin-Linked Lascannons

-5 Heavy Bolter Sponsons

-20 Lascannons Sponsons

-20 each Whirlwind

+10 each Vindicator

Dedicated Transports

Razorback

+5 each Razorback

-10 each Heavy Flamer

-5 each Assault Cannon

-5 each Drop Pod with Deathwind Launcher

Space Wolves

HQ

- +25 Logan Grimnar
- +30 Njal (+50 with Rulebook spells)
- 20 Ragnar Blackmane
- 20 Ulrik the Slayer
- +15 Canis Wolfborne
- 50 Bjorn the Fell-Handed

Wolf Lord

- +10 Thunderwolf mount
- +5 Bike
- +5 Jump Pack
- +10 Runic Armour
- +10 Storm Shield

Rune Priest

- +20 each Rune Priest (+50 with Rulebook spells)
- +10 Jaws of the World Wolf
- +15 Murderous Hurricane
- +5 Living Lighting
- +5 Chooser of the Slain

- +20 Wolf Priest with Saga of the Hunter

Wolf Guard Battleleader

- +10 Thunderwolf mount
- +5 Bike
- +5 Jump Pack
- +10 Runic Armour
- +10 Storm Shield

Elites

Iron Priest

- +10 Thunderwolf mount
- +5 each Cyberwolf if the Iron Priest is mounted on a Thunderwolf mount

Lone Wolf

- +10 Terminator Armour
- +10 Storm Shield

Wolf Guards

- +10 Assault Cannon
- +10 Cyclone Missile Launcher
- +2 each model in a Wolf Guard unit taken as Troops
- +5 each of the first two Terminator Armour per unit of Wolf Guards
- +10 Dreadnought with 2 Twin-Linked Autocannons

-40 Venerable Dreadnought

Troops

Grey Hunters

- +1 each Grey Hunter
- +10 Wolf Standard
- +5 each Plasmagun
- +5 each Meltagun
- +5 2nd Plasmagun or Meltagun
- +10 Wolf Guard with Terminator Armour can join the unit

Blood Claws

- 2 each Blood Claw
- 30 Lukas the Trickster
- +10 Wolf Guard with Terminator Armour can join the unit

Fast Attack

Thunderwolf Cavalry

- +5 each Thunderwolf (+10 if at least one character with 2+ save on a Thunderwolf mount present)
- 3 each Skyclaw

Swiftclaws Bike Pack

- 5 each Bike
- +10 each Attack Bike

Land Speeder Squadron

- +10 each Typhoon Missile Launcher
- +10 each Land Speeder with 2 Heavy Bolters
- +2 each Fenrisian Wolf if taken as Troops
- +5 each Missile Launcher on Long Fangs
- +10 Lascannon Sponsons on Predator

Land Raider (all variants)

- +20 each Land Raider
- +5 Multi-Melta

Predator

- +15 each Predator
- 20 Twin-Linked Lascannons
- 5 Heavy Bolter Sponsons
- 20 Lascannons Sponsons
- 20 each Whirlwind
- +10 each Vindicator

Dedicated Transports

Drop Pods

- +2 each Combi-Weapon that is mounted
- +5 Dreadnought with Multi-Melta mounted

Tau Empire

HQ

Commander

+10 each Missile Pod/Twin-Linked Missile Pod

+17 Blacksun Filter

-60 Aun'va

-30 Shadowsun

Crisis Battlesuit Bodyguards

-5 each Crisis Battlesuit Bodyguard

+10 Missile Pod/Twin-Linked Missile Pod

+5 each model in a unit with at least one Blacksun Filter

Elites

Crisis Battlesuits

+3 each Crisis Battlesuits

+10 Missile Pod/Twin-Linked Missile Pod

+5 each model in a unit with at least one Blacksun Filter

Troops

-1 each Fire Warrior with Pulse Carbine

Fast Attack

-2 each Gun Drone

+2 each Pathfinder

-4 each Vespide Stingwing

Heavy Support

Broadside Battlesuit Team

+5 each Broadside Battlesuit

+5 each model in a unit with at least one Blacksun Filter

+5 each Target Lock

+10 each Shield Drone

-10 each Sniper Drone Team

+15 each Hammerhead Gunship with Disruption Pod

Sky Ray Gunship

-20 each Sky Ray Gunship

+10 each Disruption Pod

Dedicated Transports

Devilfish

-10 each Devilfish

+10 each Disruption Pod

Tyranids

HQ

+20 Swarmlord with Rulebook spells

-20 The Parasite of Mortrex

Hive Tyrant

+20 Armoured Shell

+20 2nd Hive Tyrant with Wings

Tervigon

+10 each Rulebook spell

+10 2nd Tervigon

+20 each Tervigon after the 2nd

Tyranid Prime

+10 Tyrant Guards are present (+20 if Prime has Regeneration)

Tyrant Guards

If Hive Tyrant has Codex spells:

+10 2nd Tyrant Guard

+20 3rd Tyrant Guard

If Hive Tyrant has Rulebook spells

+40 if Brood is one model

+30 if Brood is two models

+50 if Brood is three models

Elites

-20 Deathleaper

+10 The Doom of Malan'Tai (+50 if mounted in Mycetic Spore)

-25 each Pyrovore

-10 each Venomthrope

+10 each Zoanthrope with Rulebook spells

+5 each Hive Guard

-15 each Lictor

Troops

-2 each Genestealer (to a maximum of -10 per Brood)

+1 each Termagant after 20 in a Brood

-1 each Hormagaunt (to a maximum of -10 per Brood)

-2 each Ripper Swarm (to a maximum of -10 per Brood)

Fast Attack

-30 each Harpy

+5 each Tyranid Shrike after the 5th

+1 each Gargoyle after the 15th

-5 each Spore Mine

Heavy Support

-40 Old One Eye

-20 each Carnifex

+15 each Biovore

-20 each Tyrannofex

Other

Monstrous Creatures (do not count Mycetic Spores. A Carnifex Brood counts as a single Monstrous Creature)

+5 3rd Monstrous Creature

+10 4th Monstrous Creature

+15 5th Monstrous Creature

+20 6th Monstrous Creature

+25 each Monstrous Creature after the 6th

Rulebook spells

+5 5th Rulebook spell

+10 6th Rulebook spell

+15 7th Rulebook spells

+20 8th Rulebook spells

+25 each Rulebook spell after the 8th