

## **Fantasy-kompmallen**

(Composition template for warhammer fantasy battles)

This compositions template is made for warhammer fantasy battles 8<sup>th</sup> edition. The goal of this document is to evaluate the strength of your army and give a “composition score” of 0 – 30.

Below 0: The army that is “over the top” and should not be played

0 – 10: A very powerful

10 – 20: Should be considered a balanced army

20 – 30: Weak and “fluffy”

## **How to use this document**

All armies start at composition 300

For each unit in your army list, the corresponding entry in this document specifies the composition score for that unit, deduct (or add in some rare cases) this value to your overall comp score (which starts at 300).

Do this for each unit in your army list separately

## **Beastmen**

### **Generic**

#### Magic items

*Chalice of dark rain* -6

*Dispel scroll* -10

*Hagtree Fetish* -3

*Power scroll* -100

*Shard of the herdstone* -6 for each wizard in the army

*Stone of spite* -10

#### Banners

*The beast banner* -7

*Banner of discipline* -4

### **Lords**

Khazrak the One-Eye -25

Gorthor the Beastlord -20

Malagor, the Dark Omen -30

*Lore of the Wild* +4

Taurox, the Brass Bull -25

Doombull -20

*Sword of swift slaying* -5

*Axes of Khorgor* -4

*The brass cleaver* -3

*Charmed shield* -3

*Crown of Command* -5 (-10 if combined with *gnarled hide*)

*Gnarled hide* -5

Beastlord -12

*Crown of Command* -5 (-15 if combined with *gnarled hide*)

*Gnarled hide* -3

Great Bray-shaman -17

*Level 4 wizard* -6

*Lore of the Wild* +4

### **Heroes**

Morghur, Master of Skulls -10

Slugtongue -12

Moonclaw, son of Morrslieb -5

Wargor -4

*Battle standard bearer* -10

*Gnarled hide* -3

Gorebull -10

*Battle standard bearer* -15

*Charmed shield* -3

*Crown of Command* -5

*Gnarled hide* -4

Bray-shaman -5

*Lore of the Wild* +2

**Core**

Gor herd

*10-15 -3*

*16-21 -5*

*22-30 -8*

*31+ -12*

*Each gor over 35 -1*

Ungor herd

*20-23 +/-0*

*24-28 -3*

*29+ -7*

*Each 2 ungor over 39 -1*

*Ungrol Foul-Horn -3*

Ungor Raiders

*Each unit after the 1<sup>st</sup> -4*

Chaos Warhounds +/-0

Tuskgor Chariot/Razorgor Chariot (including chariots taken as character mounts)

*1<sup>st</sup> and 2<sup>nd</sup> chariot -5*

*Each chariot after the 2<sup>nd</sup> -10*

*Each Razorgor chariot additional -3*

**Special**

Minotaurs

*-4 for each minotaur (up to 6)*

*-7 for each minotaur over 6*

Centigors -4

*-1 for each centigor over 5 (up to 10)*

*-3 for each centigor over 10*

*Ghorros Warhoof -1 for each centigor in the unit*

Harpies

*1<sup>st</sup> unit -6*

*2<sup>nd</sup> unit -12*

*Each unit after the 2<sup>nd</sup> -15*

Bestigor Herd

*10-12 -5*

*13-18 -12*

*19-25 -27*

*26+ -35*

*Each bestigor over 30 -2*

Razorgor Herd

*-4 for each razorgor (up to 6)*

*-7 for each razorgor over 6*

**Rare**

Chaos Spawn +/-0

Cygor -10

Ghorgon -12

Giant -5

Jabberslythe -5

## Daemons of Chaos

### Generic

Daemonic gifts

*Spellbreaker* - 10

*Spell destroyer* -12

Daemonic icons

*Standard of Chaos Glory* -25

*Great banner of despair* -15

*Banner of unholy victory* -5

*Great standard of Sundering* -5

*Banner of hellfire* -5

Units

*Each unit after the 1st unit of demonettes and/or bloodletters with over 24 models* -20

### Lords

Skarbrand, the exiled one -60

*If lore of life present in the army* -5

Kairos Fateweaver, oracle of Tzeentch -200

Ku'gath Plaguefather -40

*If lore of life present in the army* -5

*If lore of shadows present in the army* -5

Blood Thirster - 35

*Dark insanity* -3

*Obsidian armour* -10

*Axe of khorne* -3

*Firestorm blade* -8

*Immortal fury* - 15

*Armour of khorne* - 10

*If lore of life present in the army* -3

Lord of change

*Level 2 wizard* -22

*Level 3 wizard* -25

*Level 4 wizard* -28

*Twin heads* -8

*Tzeentch's will* -15 (-20 if lore of life, lore of shadow or lore of death)

*Power vortex* -8

*Dark magister* -4

*Flames of tzeentch* -3

*Master of sorcery* -5 if lore of life, lore of shadow or lore of death

Great unclean one - 22

*Balesword* -10 (-15 if siren song present in the army)

*Nurgling infestation* -5

*Trappings of nurgle* - 5

*Noxious vapors* - 4

*Stream of bile* -10

*If lore of life present in the army* -5

*If lore of shadows present in the army* -5

Keeper of secrets - 30

*Spirit swallower* -3

*Siren song* - 45

*Torment blade* - 5

*If lore of life present in the army* -3

Daemon prince +4  
Immortal fury -5  
Unnatural swiftness -5  
Power vortex -7  
Master of sorcery -5 (-10 if lore of Death, lore of life or lore of shadow)  
Steam of bile -8  
Sirensong -30

### **Heroes**

Skulltaker -25  
Chariot of Khorne -5

The Blue Scribes of Tzeentch -10

Epidemus, Tallyman of Nurgle -30

The Masque of Slaanesh -20  
If Great banner of despair present in the army -10

Herald of Khorne -8  
Battle standard bearer -10  
Chariot of Khorne -5  
Firestorm Blade -5  
Obsidium armour -3 (-7 if battle standard bearer)  
Armour of khorne -4 (-8 if battle standard bearer)

Herald of Tzeentch -5  
Battle standard bearer - 10  
Disc of tzeentch - 3  
Chariot of Tzeentch -3  
Power vortex -7

Flames of tzeentch (model counts as a flamer)  
Master of sorcery -5 (-10 if lore of life or lore of shadow)  
Winged horror (-5 if the herald is general or battle standard bearer)

Herald of Nurgle -5  
Battle standard bearer -12  
Staff of Nurgle -5  
Noxious Vapours if combined with Palaquin of Nurgle -3  
Stream of bile -7  
Slime trail - 4

Herald of Slaanesh -5  
Battle standard bearer -6  
Siren Song -55  
Torment blade -3  
If more heralds of Slaanesh on foot then units of daemonettes of Slaanesh -3

### **Core**

Bloodletters of Khorne  
10-15 -8/-10\*  
16-20 -12/-18\*  
21-25 -20/-30\*  
26+ -35/-50\*  
Each Bloodletter over 30 -2  
Icon of endless war - 10  
\*Use this if Herald of Khorne present in army (you must use it on the most numerous units). Only use this value once for each herald.

Pink horrors of Tzeentch

10-15 -8/-10\*

16-20 -12/-18\*

21-25 -18/-24\*

26+ -24/-32\*

Each Horror over 30 -1

Icon of Sorcery -3

The Changeling -8

*\*Use this if Herald of Tzeentch present in army (you must use it on the most numerous units). Only use this value once for each herald.*

Plaguebearers of Nurgle

10-15 -4/-6\*

16-20 -10/-15\*

21-25 -18/-24\*

26+ -28/-38\*

Each Plaguebearer over 30 -2

Icon of eternal Virulence -4

Standard of Seeping Decay -10

*\*Use this if Herald of Nurgle present in army (you must use it on the most numerous units). Only use this value once for each herald.*

Demonettes of Slaanesh

10-15 -6/-8\*

16-20 -12/-18\*

21-25 -18/-30\*

26+ -28/-50\*

Each Deamonette over 30 -2

*\*Use this if Herald of Slaanesh in army only use this value once for each herald. Must use it on the most numerous units.*

Banner of ecstasy -3

Siren Standard -10 (-15 if Siren Song present in army)

*\*Use this if Herald of Slaanesh present in army (you must use it on the most numerous units). Only use this value once for each herald.*

Chaos Furies

1<sup>st</sup> unit -5

2<sup>nd</sup> unit -10

Each unit after the 2<sup>nd</sup> -15

**Special**

Flesh Hounds of Khorne -8

-1 for each Flesh Hound over 5 (up to 10)

-3 for each Flesh Hound over 10

Karnak, hound of vengeance -3

Screamers of Tzeentch -4

Nurglings

Each nurgling base -2

Seekers of Slaanesh

5-8 -7/-10\*

9-12 -10/-15\*

12+ -15/-20\*

Each Seeker over 18 -2/-3\*

Siren Standard -15 (-20 if Siren Song in army)

Each unit after the 1<sup>st</sup> -5

*\*Use this if Herald of Slaanesh mounted on Steed of Slaanesh present in army (you must use it on the most numerous units). Only use this value once for each herald.*

## **Rare**

Bloodcrushers of Khorne

*-4/-6\* each bloodcrusher*

*Icon of endless war -7*

*\*Use this if Herald of Khorne mounted on juggernaut of Khorne present in army (you must use it on the most numerous units). Only use this value once for each herald.*

Flamers of Tzeentch (total present in the army)

*3 -14*

*4 -20*

*5 -28*

*6+ -40*

*Each flamer over 6 -10*

*Pyrocaster -2*

Beasts of Nurgle

*-4 each Beasts of Nurgle*

Fiends of Slaanesh

*-5 Each Fiend*

*1<sup>st</sup> unit -5*

*2<sup>nd</sup> unit -7*

## **Dark elf**

### **Generic**

Magic items

*Crimson death* -3

*Whip of agony* -4

*Life taker* -3

*Armour of darkness* -3

*Armour of eternal servitude* -3

*Charmed shield* -3 (if mounted on dragon, manticore or dark pegasus)

*Cloak of Hag Graef* -5 if mounted

*Seal of Ghrond* -7

*Pendant of Khaeleth* -20 (-30 if mounted)

*Focus familiar* -5 (-8 if lore of death)

*Darkstar cloak* -7

*Sacrificial dagger* -8 for each spell (including bound spells)

*Dispel scroll* -10

*Power stone* -4

*Black dragon egg* -8 (-15 if mounted)

*Guiding eye* -2 for each 5 model in the largest unit with repeater crossbowmen/shades

*Fozzrik's folding fortress* -100

### **Banners**

*Banner of Nagarythe* -10

*Hydra banner* -5 (-15 if mounted)

*Standard of slaughter* -5

*Standard of Hag graef* -7

*Banner of murder* -3

Wizards

*Eerrg-15t*

Cwt

## Heroes

Lokhir Fellheart, Captain of the tower of the blessed dread -20

Shadowblade, master of assassins -25

Malus Darkblade, Scion of Hag graef -3

Master -5

*Battle standard bearer -10*

*Dark Pegasus -7*

Sorceress -8

*Lore of shadows -3*

*Dark Pegasus -5*

*Power scroll -100*

Death hag -3

*Battle standard bearer -8 (-15 if Cauldron of blood)*

*Cauldron of blood -30 (additional -5 for each Khainite unit with more than 15 models)*

## Core

Repeater crossbowmen

*10-15 -10*

*16+ -15*

*Each Repeater crossbowmen after 20 -1*

*Each unit after the 1<sup>st</sup> -5*

Darkelf warriors

*10-15 -3*

*16-21 -5*

*22-30 -10*

*31+ -15*

*Each warrior over 35 -1*

Black arc corsairs

*10-15 -3*

*16-21 -5*

*22-30 -10*

*31+ -15*

*Each Black arc corsairs over 35 -1*

Dark riders

*-1 per dark rider armed with repeater crossbow*

*Each dark rider over 7 -2*

*1<sup>st</sup> unit -3*

*Each unit after the 1<sup>st</sup> -7*

Harpies

*1<sup>st</sup> unit -6*

*2<sup>nd</sup> unit -12*

*Each unit after the 2<sup>nd</sup> -15*

Assassin +/-0

*Rending stars -5 (if combined with manbane -10)*

## Special

Witch elves

*5-12 -7*

*13-18 -13*

*19-25 -25*

*26+ -35*

*Each witch elf over 30 -2*

Black guards of Naggarond

5-12 -12

13-18 -20

19-25 -35

26+ -50

*Each Black guard over 30 -2*

*Kouran of the black guard -5*

Har Ganeth executioners

5-12 -5

13-18 -12

19-25 -27

26+ -35

*Each executioners over 30 -2*

*Tullaris of Har Gareth -3*

Cold one knights -5

*-2 for each Cold one knight over 5 (up to 10)*

*-3 for each Cold one knight over 10*

Shades

*Each shade -3 (up to 10)*

*Each shade over 10 -5*

*Each unit after the 1<sup>st</sup> -7*

Cold one chariots (including chariots taken as character mounts)

*1<sup>st</sup> Chariot -8*

*Each chariot after the 1<sup>st</sup> -15*

**Rare**

Repeater Bolt Throwers

*1<sup>st</sup> bolt thrower -5*

*2<sup>nd</sup> bolt thrower -7*

*Each bolt thrower after the 2<sup>nd</sup> -12*

War hydra

*1<sup>st</sup> War hydra -40*

*2<sup>nd</sup> War hydra -70*

## High elf

### Generic

*Dragon armour -5 (only if mounted on dragon or griffon)*

### Magic items

*Reaver bow -3*

*Armour of Caledor -3 (-8 if mounted on dragon or griffon)*

*Charmed shield -3 (if mounted on dragon, griffon or great eagle)*

*Dispel scroll -10*

*The vortex shard -5*

*Annulian crystal -12*

*Sigil of Asuryan -12*

*The seerstaff of Saphery -5*

*Staff of Solidity -4*

*Power stone -4*

*Jewel of dusk -8 (-20 if book of Hoeth, Teclis or banner of sorcery is present in the army)*

*Fozzrik's folding fortress -100*

*The skeinsliver -5*

*Ring of fury -10*

### Banners

*Banner of sorcery -20 (-60 book of Hoeth or Teclis is present in the army)*

*Battle banner -5 (-10 if mounted)*

*Banner of the world dragon -20*

### Lord

*Tyrion -25*

*Teclis -200*

*Lore of shadows -50*

*Lore of death/lore of Life -30*

*Eltharion -10*

*Stormwing -8*

*Alith Anar -12*

*Prince -12*

*Great eagle -6*

*Griffon -7*

*Sun dragon -12*

*Moon dragon -20 (-23 if lore of life present in the army)*

*Star dragon -30 (-33 if lore of life present in the army)*

*Crown of command -15 (-25 if combined with vambraces of defence, dawnstone or helm of fortune) (additional -10 if bearer is mounted) (additional -10 if bearer is the mount is a dragon)*

*Archmage -17*

*Level 4 wizard -6*

*Lore of shadows -5*

*Great eagle -5*

*Sun dragon -6*

*Moon dragon -10*

*Power scroll -100*

*Book of Hoeth -120 (-170 if lore of shadows)*

*Folraith's robe -5 (-10 if combined with Talisman of Saphery)*

**Heroes**

Caradryan -9

Korhil -5

Noble -5

*Battle standard bearer -10*

*Great eagle -6*

Mage -5

*Lore of shadows -3*

*Great eagle -5*

*Power scroll -100*

Dragon Mage +4

*Each spell the dragon mage knows -2 (not bound spells)*

*Power scroll -10*

**Core**

Archers -5

*Each archer after 20 -1*

Spearman

*10-14 +3 (1<sup>st</sup> unit only)*

*15-17 -3*

*18-25 -10*

*26+ -18*

*Each spearman over 35 -1*

Lothen Sea Guard

*10-14 +/-0*

*15-17 -3*

*18-25 -10*

*26+ -18*

*Each Lothen sea guard over 35 -1*

**Special**

Sword Masters

*5-12 -10*

*13-18 -16*

*19-25 -30*

*26+ -40*

*Each sword master over 30 -2*

White Lions

*5-12 -10*

*13-18 -20*

*19-25 -35*

*26+ -55*

*Each white lion over 30 -3*

Phoenix Guard

*5-12 -5*

*13-18 -12*

*19-25 -30*

*26+ -45*

*Each phoenix guard over 30 -2*

Silver Helms +4 (1st unit only)

*-2 for each silver helm over 7*

Dragon Princes -8

*-1 for each Dragon Prince over 5 (up to 10)*

*-3 for each Dragon Prince over 10*

Ellyrian Reavers +5 (1<sup>st</sup> unit only)

-2 each *Ellyrian Reaver* over 10

Shadow Warriors

-1 each *Shadow Warrior* after the 5th in the army

Tiranoc Chariots / Lion Chariots (including chariots taken as character mounts)

1<sup>st</sup> Chariot -5

Each chariot after the 1<sup>st</sup> -10

### **Rare**

Repeater Bolt Throwers

1<sup>st</sup> bolt thrower -5

2<sup>nd</sup> bolt thrower -7

Each bolt thrower after the 2<sup>nd</sup> -12

Great Eagles

1<sup>st</sup> great eagle -7

2<sup>nd</sup> great eagle -10

Each great eagle after the 2<sup>nd</sup> -15

## Skaven

### Generic

Magic items

*Dispel scroll -10*

*Power stone -4 (-8 if greyseer)*

*Each warpstone token (excluding starting tokens) -2*

*Fozzrik's folding fortress -75*

Banners

*Storm banner -25*

Weapons teams

*Ratling gun -2*

*Doom-flayer +3 (1<sup>st</sup> only)*

*Warp grinder +5 (1<sup>st</sup> only)*

*Poisoned wind mortar*

*1<sup>st</sup> Poisoned wind mortar -5*

*Each Poisoned wind mortar after the 1<sup>st</sup> -8*

*Warpfire thrower*

*1<sup>st</sup> Warpfire thrower -5*

*Each Warpfire thrower after the 1<sup>st</sup> -8*

## Lords

Lord Skrolk -5

Thanquol & Boneripper -50

Ikit Klaw -20

Throt the Unclean -10

Queek Headtaker -15

*Each 5 upgraded storm vermin models -2*

Vermin Lord -10

*If no other Ld 7/8 characters and no standard of discipline in the army +3*

Warlord -10

*Fell blade -3*

Grey Seer -30

*Screaming bell -5*

*Warp-energy condenser -3*

*Power scroll -150*

## Heroes

Deathmaster Snikch -5

Trench Craventail +/-0

Assassin +/-0

*Blade of corruption -3*

### Warlock Engineer

*Level 1/2 wizard -5*

*1<sup>st</sup> Warlock Engineer with a total cost of 35 points or less -5*

*2<sup>nd</sup> Warlock Engineer with a total cost of 35 points or less -10*

*Each Warlock Engineer with a total cost of 35 points or less after the 2<sup>nd</sup> -15*

*Warp-energy condenser -4*

*Power scroll -10*

*Doomrocket -20*

*Brass orb -7*

### Chieftain -2

*Battle standard bearer -10*

### Plague Priest -2

*Power scroll -10*

### Core

#### Clanrats

*20-23 +/-0*

*24-28 -3*

*29+ -7*

*Each 2 clanrats over 39 -1*

#### Stormvermin

*10-16 +3 (1<sup>st</sup> unit only)*

*17-22 +/-0*

*23-31 -4*

*32+ -8*

*Each stormvermin over 40 -1*

### Skaven slaves

*20-30 -5*

*31-40 -8*

*41+ -13*

*Each 2 slaves over 50 -1*

*Each slave unit after the 2<sup>nd</sup> -10*

### Night runners +/-0

*Slings -3*

*Each night runner after 40 -1*

### Giant rats

*6-14 models -4 (-8 for each unit after the 2<sup>nd</sup> of this size)*

*15-23 models +/-0*

*24-28 models -3*

*29-40 models -7*

*Each 2 models over 40 -1*

*Skweel Gnawtooth -1 for each 5 giant rats*

### Rat swarms +/-0

### Special

#### Gutter runners -3

*Slings -1 for each gutter runner (-2 if combined with poison)*

#### Rat ogres

*2-3 rat ogres -4*

*4-6 rat ogres -7*

*7-10 rat ogres -12*

*Each rat ogre over 10 -2*

*Each packmaster/master moulder/Skweel Gnawtooth after the 1<sup>st</sup> -1*

*Skweel Gnawtooth -2 for each rat ogre*

Plague monks

*No plague furnace in the army:*

*10-16 +4 (1<sup>st</sup> unit only)/-1\**

*17-22 -1/-14\**

*23-31 -5/-22\**

*32+ -10/-35\**

*Each plague monk over 40 -1/2\**

*Plague banner -6*

*Banner of verminous scurrying -5*

\*Use this if plague furnace present in army (you must use it on the most numerous units). Only use this value once for each plague furnace.

Plague censer bearers +/-0

*If one or more plague furnaces present in the army -3*

Warplock jezzails

*Each warplock jezzail model -1*

Poisoned wind globandiers +/-0

### **Rare**

Hellpit abomination

*1<sup>st</sup> Hellpit abomination -35*

*2<sup>nd</sup> Hellpit abomination -65*

*Warpstone spikes -3*

*If there is a battle standard bearer present in the army -3*

Doomwheel

*1<sup>st</sup> doomwheel -15*

*2<sup>nd</sup> doomwheel -20*

Warp lightning cannon

*1<sup>st</sup> warp lightning cannon -15*

*2<sup>nd</sup> warp lightning cannon -25*

Plagueclaw catapult -5

## **Vampire Counts**

### **Generic**

Magic items

*The Flayed Hauberk -3*

*Dispel scroll -10*

*Black Periapt -7*

*Staff of damnation -5*

*Power stone -4 (-10 if combined with lore of death)*

*Fozzrik's folding fortress -50*

Vampiric powers

*Flying Horror -5*

*Infinite Hatred -5*

*Summon Ghouls -5 for each unit of ghouls*

Banners

*The Drakenhof Banner -20 (-1 extra for each Grave Guard with great weapon/blood knight or black knight in the largest unit)*

*The Flag of blood Keep -5*

*Banner of the barrows -5 (-10 if a unit of Grave Guard with great weapons is present in the army)*

*Royal Standard of Strigos -5*

**Lords**

Vlad Von Carstein -25

Count Manfred -75 (excluding minus from magic items/mounts (not vampiric powers), see vampire lord/generic)

Vampire Lord -10

*Level 3 wizard -3*

*Level 4 wizard -7*

*Abyssal Terror -5*

*Hellsteed -5*

*Zombie dragon -15*

*Master of the black art -3 for each spell (including bound and invocation of Nehek)*

*Forbidden lore -7 (-15 if lore of vampires, -20 if lore of death, -10 if lore of shadows)*

*Red fury -7 (-15 if the wearer has infinite hatred/dread lance/sword of swift slaying)*

*Helm of commandment -15*

*The Carstein Ring -5*

*Charmed Shield -3*

*Power Scroll -25 (-75 if the bearer has Forbidden lore)*

**Heroes**

Manfred the Acolyte -15

Konrad von Carstein -10

Isabella von Carstein -5

Necromancer

*Vanhells Dance -5*

*Power Scroll -5*

Wight King -5

*Battle Standard Bearer -10*

*Mounted -3*

Vampire -5  
*Battle Standard Bearer* -5  
*Hellsteed* -3  
*Master of the black art* -5  
*Forbidden lore* -5 (-15 if lore of vampires, -20 if lore of death, -10 if lore of shadows)  
*Dark Acolyte* -3  
*Helm of commandment* -10

### **Core**

Zombies  
20-30 +5 (*1<sup>st</sup> unit only*)  
30+ +/-0  
*Each zombie over 50* -1

Skeleton warriors  
10-15 +5 (*1<sup>st</sup> unit only*)  
16-25 +/-0  
26+-5  
*Each skeleton over 40* -1

Crypt Ghouls  
10-15 -3  
16-20 -7  
21-25 -12  
26+ -20  
*Each ghoul over 30* -1

Dire wolves +/-0

Bat Swarm  
+1 for each bat swarm base

Corpse Cart  
*Bale Fire* -5  
*Unholy Loadstone* -3 (*only the 1<sup>st</sup> in the army*)

### **Special**

Grave Guards  
5-10 -0/-5\*  
11-15 -7/-10\*  
16-20 -15/-25\*  
21-25 -20/-33\*  
26+ -30/-45\*  
*Each Grave Guard over 30* -2/-3\*  
*Banner of the barrows* -5/-15\*  
*Royal Standard of Strigos* -3/-7  
\*Use this if the unit is armed with great weapons

Black Knights -5  
-2 for each *Black Knight* over 5 (*up to 10*)  
-3 for each *Black Knight* over 10  
*Banner of the barrows* -3  
*Royal Standard of Strigos* -5

Fell Bats -5

Spirit host  
*1<sup>st</sup> and 2<sup>nd</sup> unit* -5  
*Each unit after the 2<sup>nd</sup>* -15

**Rare**

Varghulf -20

Cairn Wraiths

3-4 -20

5-6 -30

7-8 -35

9-10 -40

2<sup>nd</sup> unit additional -10

Blood Knights -5

*-2 for each Blood Knight over 4*

*Royal Standard of Strigos -5*

*The Flag of blood Keep -1 for each 2 blood knights*

Black Coach -20

## Warriors of chaos

### Generic

Disc of tzeentch -5

### Magic items

*Black tongue* -5 (-25 if *Infernal puppet* present)

*Necrotic phylactery* -3

*Favour of the gods* -10 for each warshrine present in the army

*Infernal puppet* -35

*Powerscroll* -100 (-150 if *Infernal puppet* present in the army)

*Dispel scroll* -10

### Gifts of the gods

*Conjoined homunculus* -5

*Third eye of Tzeentch* -5

*Stream of Corruption* -5(-10 if taken on model with fly or on flying mount)

### Banners

*Rapturous Standard* -10

*Banner of rage* -10

### Lords

Archon the everchosen -50

Galrauch, the great drake -60

Kholek Suneater -80

Prince Sigvald -15

Valkia the Bloody -20

-10 (-15 if favour of the gods present in the army) additional for each chaos Warshrines and/or chosen units present in the army

Vilitch the Curseling - 40

Chaos Lord -12

*Chaos Dragon* -30

*Crown of command* -10 (additional -10 if mounted) (additional -10 if bearer is the mount is a dragon)

*Mark of tzeentch and 4+ wardsave* -5 (-10 if combined with crown of command)

Sorcerer Lord -20

*Level 4 wizard* -6

*Chaos dragon* -20

*Mark of tzeentch* -3

*Mark of tzeentch and 4+ wardsave* -5

Deamon Prince - 4

*Level 1* -5

*Level 2* -7

*Level 3* -11

*Level 4* -18

*Mark of tzeentch* -3

*Tendrils of Chaos* -10 (-15 if *infernal puppet* present in the army)

*Mantle of Chaos* -4

## **Heroes**

Wulfrik the Wanderer -6

*The Marauder unit which gives most composition penalty doubles its penalty*

Festus the Leechlord -12

The Troll King Throgg -50

Sorcerer -7

*Mark of tzeentch -3*

*Mark of tzeentch and 4+ wardsave -3*

Exalted hero -8

*Battle standard bearer -10*

*Mark of tzeentch and 4+ wardsave -5 (-10 if battle standard bearer)*

## **Core**

Chaos warriors

10-13 -14

14-17 -23

18-21 -35

22+ -48

*-3 for each chaos warrior over 25*

*Halberd -1 per 2 models*

*Mark of Khorne -7*

*Mark of Tzeentch -4*

*Mark Nurgle -5*

Chaos Warhounds +/-0

Chaos Marauders

10-16 -0/-5\*

16-24 -3/-7\*

25-29-7/-15\*

30+ -10/-25\*

*Each Chaos Marauder over 35 -1/-2\**

*Mark of Khorne in combination with great weapons or flails -5*

*\*Use this if the unit is armed with great weapons or flails*

Marauder Horsemen -2

*-1 for each Marauder Horsemen over 6*

*-2 if armed with flails (-4 if mark of Khorne )*

## **Special**

Chosen

10-12 -15

13-16 -25

17-20 -37

21+ -50

*-3 for each chaos warrior over 23*

*Halberd -1 per 2 models*

*Mark of Khorne -7*

*Mark of Tzeentch -8*

*Mark Nurgle -5*

*Favour of the gods -5 (in addition to the generic penalty)*

*Wailing banner -5 (additional -5 for each warshrine present in the army)*

Chaos chariot (including chariots taken as character mounts)

*1st Chariot -8*

*Each chariot after the 1st -15*

### Forsaken

5-12 -7

13-19 -10

20-27 -15

28+-19

*Each model over 30 -2*

### Ogres

-3 for each ogre (up to 7)

-6 for each ogre over 7

### Dragon ogres

-4 for each dragon ogre (up to 6)

-7 for each dragon ogre over 6

### Trolls

-3 for each troll (up to 6)

-6 for each troll over 6

### Chaos knights -8

-3 for each Blood Knight over 5 (up to 12)

-6 for each chaos knight over 12

*Mark of Khorne -5*

### Rare

Chaos spawn +/-0

Scyla anfangrimm -5

### Chaos warshrine

*Each warshrine -1 for each Chaos warrior, Chaos knight and*

*Chosen in the largest unit*

*1<sup>st</sup> warshrine -5*

*2<sup>nd</sup> warshrine -10*

### Hellcannon

*1<sup>st</sup> hellcannoin -20*

*2<sup>nd</sup> hellcannon -30*

Dragon ogre Shaggoth -6

Giant -5 (-7 if mark of Slaanesh)