

Fantasy-kompmallen

(Composition template for warhammer fantasy battles)

This compositions template is made for warhammer fantasy battles 8th edition. The goal of this document is to evaluate the strength of your army and give a “composition score” of 0 – 20. The template is not made to incorporate values outside this range, so armies that scores below 0 or above 20 might not have a very accurate composition score.

0 – 5: A powerful army 5 – 15: A balanced army 15 – 20: A weak army

This template is also made to work for armies around 2400 points. Armies of points values to far from this (2250 to 2500 should be fine) will not get very accurate composition scores.

How to use this document

All armies start at a composition score of 300.

For each unit in your army, 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 (the entries in this document should be considered individually for each unit unless stated otherwise). For most units the composition is given based on the size of the unit, in these cases use the composition score that corresponds to the number of models in the unit (including command group but not other types of modes such as weapon teams, fanatics etc).

Each army list composition is divided into lords, heroes, core, special and rare. Any units that can be taken from different categories (such as units made to core because of some character) should be given their composition scores from the category they originally comes from (i.e. you can not avoid composition points by taking a unit as core instead of special where it is listen under). There is also a “generic” part, where options that multiple units can take are listed to save space. All units in the army that has options from the generic list should pay for these, just as if they were listed under the units themselves. In some cases we have written things as ”for every 2 X -4”. This means that you get -4 for every **full** 2 X you take. Whenever a composition point is followed by brackets with another composition point in it, use the value in the brackets if the conditions are met instead of the value outside the brackets. In some cases the composition score in the brackets are listed as “additional”, in these cases, you should not ignore the composition score outside the brackets.

After all units have been considered, you should divide your total score by 10 to reach your final composition value.

[300 – (1st unit composition) - (2nd unit composition) - ...- (last unit composition)] / 10 = final composition score (0-20)

Beastmen

Generic

Magic items

Chalice of Dark Rain -6

Dispel Scroll -10

Power Scroll -100

Shard of the Herdstone -6 for each wizard in the army

Stone of Spite -10

Power Stone -4

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

10-13 -3

14-17 -4

18-22 -5

23-26 -7

27-31 -10

32+ -14

Each Gor after 35 -1

Ungor Herd

20-22 ± 0

23-26 -3

27-31 -4

32-36 -7

37+ -8

Each 2 Ungors after 40-1

Ungrol Foul-Horn -3

Ungor Raiders

1st unit ± 0

2nd unit -2

Each unit after the 2nd -5

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

1st and 2nd chariot -5

Each chariot after the 2nd -10

Each Razorgor Chariot additional -3

Chaos Warhounds

Each unit after the 2nd -5

Special

Minotaurs

3-4 -8

5-6 -14

7+ -22

Each Minotaur over 8 -6

Centigors

5-6 -2

7-9 -5

10+ -9

Each Centigor after 12 -2

Ghorros Warhoof -1 for each Centigor in the unit

Bestigor Herd

10-13 -5

14-17 -12

18-22 -17

23-26 -24

27+ -35

Each Bestigor after 30 -2

Razorgor Herd

1-2 -4

3-4 -7

5-6 -12

7+ -20

Each Razorgor over 8 -6

Harpies

1st unit -6

2nd unit -12

Each unit after the 2nd -15

Rare

Chaos Spawn ±0

Cygor -6

Ghorgon -12

Giant -5

Jabberslythe -5

Daemons of Chaos

Generic

Units

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

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

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

10-13 -8/-10*

14-17 -12/-18*

18-22 -15/-25*

23-26 -22/-33*

27+ -35/-50*

Each Bloodletter after 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.*

Ignore heralds mounted on chariots.

Pink horrors of Tzeentch

10-15 -8/-10*

16-20 -12/-18*

21-24 -16/-22*

25-26 -20/-25*

27+ -24/-32*

Each Horror after 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.*

Ignore heralds mounted on chariots.

Plaguebearers of Nurgle

10-13 -4/-6*

14-17 -8/-12*

18-22 -12/-18*

23-26 -19/-25*

27+ -28/-38*

Each Plaguebearer after 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

10-13 -6/-8*

14-17 -11/-16*

18-22 -14/-22*

23-26 -20/-33*

27+ -28/-50*

Each Deamonette after 30 -2

Banner of ecstasy -3

Siren Standard -10

**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.*

Ignore heralds mounted on chariots.

Chaos Furies

1st unit -5

2nd unit -10

Each unit after the 2nd -15

Special

Flesh Hounds of Khorne

5-6 -9

7-9 -12

10+ -16

Each Flesh Hound after 12 -3

Karnak, hound of vengeance -3

Screamers of Tzeentch -4

Nurplings

Each nurpling base -2

Seekers of Slaanesh

5-6 -7/-10*

7-9 -8/-13*

10+ -10/-15*

*Each Seeker after 12 -2/-3**

Siren Standard -10

Each unit after the 1st -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 (including using the similar paragraph under daemonettes). Ignore heralds mounted on chariots.*

Rare

Bloodcrushers of Khorne

-4/-6* *each bloodcrusher*

Icon of endless war -7

**Use this if Herald of Khorne mounted on juggernaut of Khorne is present in army (you must use it on the most numerous units). Only use this value once for each herald (including using the similar paragraph under blood letters). Ignore heralds mounted on chariots.*

Flamers of Tzeentch (total present in the army)

3 -14

4 -20

5 -28

6+ -40

Each flamer after 6 -10

Pyrocaster -2

Beasts of Nurgle

-4 *each Beasts of Nurgle*

Fiends of Slaanesh

-5 *Each Fiend*

1st unit -5

2nd unit -7

Dark elf

Generic

Wizards

Each power of darkness spell in the army (including black staff) after the 1st -10

Units

Each unit after the 1st unit of witch elves and/or executioners with over 27 models -15

Magic items

Whip of agony -3

Life taker -3

Armour of darkness -3

Armour of eternal servitude -3

Charmed shield -3 (if mounted on flying mount)

Cloak of Hag Graef -5 if mounted

Seal of Ghroind -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 the bearer knows

Dispel scroll -10

Power stone -4

Power scroll -100

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

Lords

Malekith, the Witch King -60

Black dragon -30

Morathi, the Hag sorceress -40 (excluding magic items, see generic/supreme sorceress)

Crone Hellbron, The Hag queen -50

Manticore -8

Dread lord -12

Dark Pegasus -7

Manticore -8

Black dragon -26

Crown of command -20 (-50 if combined with pendant of Khaeleth) (additional -10 if mounted) (additional -10 if the mount is a dragon)

Supreme sorceress -24

Level 4 wizard -6

Lore of shadows -7

Lore of death/lore of dark magic -3

Dark Pegasus -6

Manticore -5

Black dragon -20

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

Manticore -5 (-10 if black dragon present in the army) (additional -5 if on battle standard bearer)

Sorceress -10

Lore of shadows -3

Dark Pegasus -5

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

Assassin ±0

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

Repeater crossbowmen

10-15 -10

16+ -15

Each Repeater crossbowmen after 20 -1

Each unit after the 1st -5

Darkelf warriors

10-13 -3

14-17 -4

18-22 -5

23-26 -8

27-31 -11

32+ -15

Each warrior after 35 -1

Black arc corsairs

10-13 -3

14-17 -4

18-22 -5

23-26 -8

27-31 -11

32+ -15

Each Black arc corsairs after 35 -1

Sea Serpent Standard -5

Dark riders

*5-6 -2**

*7-9 -3**

*10+ -6**

*Each dark rider after 12 -2**

-1 per dark rider armed with repeater crossbow

**Count all models in the army*

Harpies

1st unit -6

2nd unit -12

Each unit after the 2nd -15

Special

Witch elves

5-9 -4

10-13 -7

14-17 -13

18-22 -20

23-26 -27

27+ -35

Each witch elf after 30 -2

Black guards of Naggarond

5-9 -9

10-13 -15

14-17 -21

18-20 -25

Kouran of the black guard -5

Har Ganeth executioners

5-9 -4

10-13 -6

14-17 -13

18-22 -22

23-26 -28

27+ -35

Each executioners after 30 -2

Tullaris of Har Gareth -3

Cold one knights

5-6 -6

7-9 -10

10+ -16

Each cold one knight after 12 -3

Shades

-3 each shade (up to 10)

-5 each shade after 10

Each unit after the 1st -7

Cold one chariots (including chariots taken as character mounts)

1st Chariot -8

Each chariot after the 1st -15

Rare

Repeater Bolt Throwers

1st bolt thrower -5

2nd bolt thrower -7

Each bolt thrower after the 2nd -12

War hydra

1st War hydra -40

2nd War hydra -70

Dwarfs

Generic

Warmachines*

3rd Warmachine -5

4th Warmachine -10

5th Warmachine -20

Each additional Warmachine -50

**In addition to any other penalty*

**2 Bolt Throwers counts as 1 machine (round fractions down)*

**Each 2 rune of penetration on grudge throwers counts as a warmachine (round fractions down)*

**Remember that the Anvil of Doom is a warmachine*

**Gyrocopter does not count as a warmachines*

Runes

Master Rune of Gromril -3

Master Rune of Balance -12

Rune of Spellbreaking -10

Spelleater Rune -12

Master Rune of Challenge -15

Runic banners

Master rune of Grungi -5

Lords

Thorgrim Grudgebearer -40

Thorek IronBrow -60

Dwarf Lord -10

Rune Lord -15

Anvil of Doom -15

Daemon Slayer ±0

Heroes

Josef Bugman -5

Thane -4

BSB -10

Rune Smith -7

Dragon Slayer +3 (1st dragon slayer only)

Master Engineer -2

Core

Warriors

10-13 ±0/-4*

14-17 -2/-8*

18-22 -5/-13*

23-26 -10/-18*

27-31 -12/-22*

32+ -15/-27*

*Each warrior after 35 -1/-2**

Each 4 models upgraded to Rangers -1

**If armed with great weapons*

Long Beards

10-13 -2/-5*

14-17 -4/-12*

18-22 -9/-17*

23-26 -13/-24*

27+ -20/-35*

*Each warrior after 30 -1/-2**

Each 3 models upgraded to Rangers -1

**If armed with great weapons*

Thunderers/Quarrellers

10-15 -8

16+ -12

Each Thunderer/Quarreller after 20 -1

Each unit after the 2nd -5

Each 4 models upgraded to Rangers -1

Special

Hammerers

5-9 -6

10-13 -9

14-17 -13

18-22 -19

23-26 -27

27+ -38

Each Hammerer after 30 -2

Iron Breakers

5-9 -2

10-13 -5

14-17 -10

18-22 -15

23-26 -22

27+ -28

Each iron breaker after 30 -2

Miners

5-9 -2

10-13 -5

14-17 -11

18-22 -17

23-26 -25

27+ -30

Each miner after 35 -2

-5 if anvil present in the army

Slayers

5-9 ±0

10-13 -3

14-17 -10

18-22 -16

23-26 -23

27-30 -28

Each giant slayer -1

Each giant slayer -1

Cannon

1st Cannon -5

Each cannon after the 1st -10

Engineer -2

Rune of Forging -4

Bolt thrower -4

Engineer -1

Each Rune of Penetration -1

Grudge Thrower

1st Grudge Thrower -5

Each Grudge Thrower after the 1st -10

Engineer -2

Rune of Accuracy -5

Each Rune of Penetration -4

Rare

Gyrocopter -2

Flame cannon +5

Organ Gun -5

High elf

Generic

Units

Each unit after the 1st unit of sword masters, white lions and/or phoenix guard with over 27 models -17

Mundane equipment

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 flying mount)

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/banner of sorcery is in the army)

Fozzrik's folding fortress -100

The skeinsliver -5

Ring of fury -10

Banners

Banner of sorcery -20 (-60 if book of Hoeth/Teclis is in the army)

Battle banner -5 (-10 if mounted)

Banner of the world dragon -20

Lord

Tyrion -25

Teclis -200

Lore of shadows/lore of death/lore of Life -50

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 the mount is a dragon)

Archmage -20

Level 4 wizard -6

Lore of shadows -7

Lore of death/lore of life -3

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 -12

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 (excluding bound spells)

Power scroll -10

Core

Archers -5

Each archer after 20 -1

Spearman

10-13 +3 (1st unit only)

14-17 -3

18-22 -9

23-26 -12

27-31 -17

32+ -20

Each spearman after 35 -1

Lothen Sea Guard

10-13 ±0

14-17 -3

18-22 -9

23-26 -12

27-31 -17

32+ -20

Each Lothen sea guard after 35 -1

Special

Sword Masters

5-9 -7

10-13 -10

14-17 -16

18-22 -22

23-26 -30

27+ -40

Each sword master after 30 -2

White Lions

5-9 -7

10-13 -10

14-17 -20

18-22 -29

23-26 -35

27+ -55

Each white lion after 30 -3

Phoenix Guard

5-9 -3

10-13 -5

14-17 -11

18-22 -20

23-26 -30

27+ -45

Each phoenix guard after 30 -2

Silver Helms

5-6 +4 (*1st unit only*)

7-9 ±0

10+ -4

Each silver helm after 12 -2

Dragon Princes

5-6 -8

7-9 -11

10+ -16

Each dragon prince after 12 -3

Ellyrian Reavers

5-6 -2

7-9 -3

10+ -6

Each Ellyrian Reaver after 12 -2

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

1st Chariot -5

Each chariot after the 1st -10

Shadow Warriors

Each Shadow Warrior after the 5th in the army -1

Rare

Repeater Bolt Throwers

1st bolt thrower -5

2nd bolt thrower -7

Each bolt thrower after the 2nd -12

Great Eagles

1st great eagle -6

2nd great eagle -12

Each great eagle after the 2nd -15

Ogre Kingdoms

Generic

Magic items

The tenderiser -3

Dispel scroll -10

Power scroll -20

Charmed shield -3

Power stone -4

Banners

Banner of discipline -4

Lords

Greasus Gooldtooth -25

Skrag the Slaughterer -50 (-25 for each gorger after the 2nd)

Tyrant -25

Crown of Command -10

Slaughtermaster -20

Heroes

Bruiser -10

Battle standard bearer -15

Crown of Command -8

Hunter +5

Crown of Command -5

Butcher -5

Core

Ogre Bulls

3-4 -5

5-6 -10

7-8 -20

Each ogre over 8 -6

Ironguts

3-4 -6

5-6 -13

7-8 -24

Each Irongut over 8 -7

Gnoblar

20-22 ±0

23-26 -1

27-31 -3

32-36 -4

37-43 -6

44+ -8

Each 2 Gnoblar over 49 -1

Each gnoblar unit after the 2nd additional -8

Gnoblar Trappers

1st unit -5

Each unit after the 1st -10

Special

Leadbelchers

-2 for each Leadbelcher

Yethees

3-4 -5

5-6 -10

7-8 -20

Each Yethee over 8 -6

Scraplauncher

1st scraplauncher -5

Each scraplauncher after the 1st -10

Rare

Gorger -5

Slavegiant ±0

Rhinox Riders (if allowed)

Each rhinox rider -10

Each bull rhinox rider -20

+5 if the unit has standard

Maneater

1-2 -10

3-4 -20

5-6 -25

Each Maneater over 6 -10

Each Maneater with brace of handguns -1

Skaven

Generic

Magic items

Dispel scroll -10

Power stone -4 (-8 if on 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 (1st only)

Warp grinder +5 (1st only)

Poisoned wind mortar

1st Poisoned wind mortar -5

Each Poisoned wind mortar after the 1st -10

Warpfire thrower

1st Warpfire thrower -4

Each Warpfire thrower after the 1st -8

Lords

Lord Skrolk -5

Thanquol & Boneripper -55

Ikit Klaw -20

Throt the Unclean -10

Queek Headtaker -15

Each 5 upgraded storm vermin models -2

Vermin Lord -10

Warlord -10

Fell blade -3

Grey Seer -35

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

1st Warlock Engineer with a total cost of 35 points or less -5

2nd 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 2nd -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

20-22 ±0

23-26 -3

27-31 -4

32-36 -6

37+ -7

Each 2 clanrats after 40 -1

Stormvermin

10-17 +3 (1st unit only)

18-22 -1

23-26 -4

27-31 -5

32-36 -7

37+ -8

Each stormvermin after 40 -1

Skaven slaves

20-22 -4

23-26 -5

27-31 -6

32-36 -8

37-43 -10

44+ -13

Each 2 slaves after 50 -1

Each slave unit after the 2nd additional -10

Night runners +/-0

Slings -2

Each night runner after 40 -1

Giant rats

6-13 models -4 (-8 for each unit after the 2nd of this size)

14-17 models ±0

18-22 models -1

23-26 models -3

27-31 models -4

32-36 models -5

37+ models -6

Each 2 models after 40 -1

Skweel Gnawtooth -1 for each 5 giant rats

Rat swarms -1

Special

Gutter runners -3

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

Rat ogres

2 rat ogres -3

3-4 rat ogres -4

5-6 rat ogres -8

7+ rat ogres -15

Each rat ogre after 8 -5

Skweel Gnawtooth -2 for each rat ogre

Plague censer bearers ±0

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

Warplock jezzails

Each warplock jezzail model -1

Plague monks

10-13 +4 (1st unit only)/-1*

14-17 ±0/-2*

18-22 -1/-4*

23-26 -3/-13*

27-31 -6/-22*

32+ -8/-35*

*Each plague monk after 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.*

Poisoned wind globandiers ±0

Rare

Hellpit abomination

1st Hellpit abomination -35

2nd Hellpit abomination -65

Warpstone spikes -3

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

Doomwheel

1st doomwheel -15

2nd doomwheel -20

Warp lightning cannon

1st warp lightning cannon -15

2nd warp lightning cannon -25

Plagueclaw catapult -5

Tomb kings

Generic

Magic items

Cloak of dunes -3

Brooch of the great desert -10

Dispel scroll -10

Fozzrik's folding fortress -40

Lords

Settra the Imperishable -30

High queen Khalida Neferher -30

Tomb king -15

Liche high priest -15

Casket of souls -5

Heroes

Tomb prince -5

Icon bearer +3

Standard of the sands -5

Liche priest -4

Casket of souls -5

Core

Skeleton warriors

10-13 +4 (*1st unit without bows only*)*

14-17 +2 (*1st unit without bows only*)*

18-22 ±0

23-26 -1

27-31 -2

32-36 -3

37-40 -4

**Only bonus for 1 unit, ±0 for the rest*

Skeleton light horsemen

5-6 +2*

7-9 +3*

9-16 +4*

**Only bonus for 1 unit, ±0 for the rest*

Skeleton heavy horsemen

5-6 +2*

7-9 +3*

9-16 +4*

**Only bonus for 1 unit, ±0 for the rest*

Tomb Swarm

Each tomb swarm base after the 1st +1

Chariots

3-4 -4

5-6 -6

7-16 -8

Special

Tomb guard

10-13 ±0

14-17 -5

18-22 -8

23-25 -12

Ushabti

3-4 -6

5-6 -13

7+ -21

Each ushabti after 8 -6

Carrions -5

Tomb scorpion

1st tomb scorpion -5

Each tomb scorpion after the 1st -9

Rare

Screaming skull catapult

1st screaming skull catapult -7

2nd screaming skull catapult -22

Each skull of foe upgrade -3

Bone giant -10

Vampire Counts

Generic

Units

Each unit after the 1st unit of ghouls and/or grave guards with over 27 models -20

Magic items

The Flayed Hauberk -3

Dispel scroll -10

Black Periapt -7

Staff of damnation -5

Heroes

Mannfred 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 -7

Forbidden lore -5 (-15 if lore of vampires, -20 if lore of death)

Helm of commandment -10

Power Scroll -25 (-150 if the bearer has *Forbidden lore*)

Core

Crypt Ghouls

10-13 -3

14-17 -6

18-22 -9

23-26 -13

27+ -20

Each ghoul after 30 -1

Zombies

20-22 +4*

23-26 +3*

27-31 +2*

32-36 +1*

37-43 ±0

44+ -1

Each 2 zombies after 50 -1

**Only bonus for 1 unit, ±0 for the rest*

Skeleton warriors

10-13 +3*

14-17 +1*

18-22 -1

23-26 -2

27-31 -3

32-36 -4

37+ -5

Each skeleton after 40 -1

**Only bonus for 1 unit, ±0 for the rest*

Dire wolves ±0

Bat Swarm

Each bat swarm base +1

Corpse Cart ±0

Bale Fire -5

1st Unholy Loadstone in the army -3

Special

Grave Guards

5-9 +0/-5*

10-13 -4/-7*

14-17 -8/-14*

18-22 -15/-25*

23-26 -20/-33*

27+ -30/-45*

*Each Grave Guard after 30 -2/-3**

*Banner of the barrows -5/-15**

Royal Standard of Strigos -3/-7

**If armed with great weapons*

Black Knights

5-6 -6

7-9 -9

10+ -14

Each black knight after 12 -3

Banner of the barrows -3

Royal Standard of Strigos -5

Fell Bats -5

Spirit host

1st and 2nd unit -5

Each unit after the 2nd -15

Rare

Varghulf -20

Cairn Wraiths

3-4 -20

5-6 -30

7-8 -35

9-10 -40

2nd unit additional -10

Blood Knights

4 -5

5-6 -8

7-9 -13

10+ -17

Each blood knight after 12 -3

Royal Standard of Strigos -5

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

Black Coach -20

Warriors of chaos

Generic

Units

Each unit after the 1st of chaos warriors or chosen over 15 models and/or marauders with great weapons/flails with over 27 models -15

Mounts

1st and 2nd Disc of Tzeentch -5

Each Disc of Tzeentch after the 3rd -10

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

Power familiar -7

Power stone -4

Power scroll -100

Charmed shield -3 (if mounted on flying mount)

Gifts of the gods

Conjoined homunculus -5

Third eye of Tzeentch -5

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

Banners

Rapturous Standard -10

Banner of rage -7

Standard of discipline -4

Lords

Archon the everchosen -50

Galrauch, the great drake -60

Kholek Suneater -80

Prince Sigvald -20

Valkia the Bloody -20

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

Vilitch the Curseling -45

Chaos Lord -12

Chaos Dragon -30

Manticore -8

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

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

Sorcerer Lord -20

Level 4 wizard -6

Lore of death -3

Mark of tzeentch -5

Mark of tzeentch and 4+ ward save -5

Chaos dragon -20

Manticore -8

Deamon Prince - 4

Level 1 -5

Level 2 -7

Level 3 -11

Level 4 -18

Lore of death -3

Mark of tzeentch -5

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 -60

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 Warhounds

Each unit after the 2nd -4

Chaos warriors

10-13 -14

14-17 -23

18-22 -35

23+ -48

Each chaos warrior after 25 -3

Halberd -1 per 2 models

Mark Nurgle -5

Mark of Khorne -4

Mark of Tzeentch -4 (only if armed with shields or one or more war shrines present in the army)

Chaos Marauders

*10-13 ±0/-3**

*14-17 -2/-6**

*18-22 -3/-9**

*23-26 -5/-12**

*27-31 -8/-16**

*32+ -10/-20**

*Each Chaos Marauder after 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

5-6 -2

7-9 -4

10+ -7

Each marauder horsemen after 12 -2

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

Special

Chosen

5-9 -10

10-13 -15

14-17 -25

18-22 -37

23+ -50

Each chosen after 25 -3

Halberd -1 per 2 models

Mark Nurgle -5

Mark of Khorne -4

Mark of Tzeentch -4 (-8 if one or more war shrines present in the army)

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

5-9 -5

10-13 -7

14-17 -10

18-22 -13

23-26 -15

27+ -19

Each forsaken after 30 -2

Ogres

3-4 -5

5-6 -10

7-8 -20

Each ogre over 8 -6

Dragon ogres

3-4 -7

5-6 -12

7-8 -20

Each dragon ogre over 8 -6

Trolls

3-4 -8

5-6 -15

7-8 -25

Each troll over 8 -8

Chaos knights

5-6 -10

7-9 -15

10+ -20

Each chaos knight after 12 -5

Rare

Chaos spawn ±0

Scyla Anfingrimm -5

Chaos warshrine

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

Chosen in the largest unit

1st warshrine -5

2nd warshrine -10

Hellcannon

1st hellcannoin -20

2nd hellcannon -30

Dragon ogre Shaggoth -6

Giant -5

Mark of Slaanesh -2