

## RT-kompmallen v5.5

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## Instructions

Find your appropriate army in the document and compare it to your army list. Begin with the starting value for your army and subtract or add the bonus/penalty for every unit in the army. The final value is your composition score.

An army cannot have more than 100 in composition points (KP) and it cannot have less than 0. Any eventual excess KP is lost.

A well balanced list on 1500 points should have a KP of 50.

The exact effects of the composition are determined by each tournament organizer.

## Black Templars

A Black Templars army starts at 105 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
- 1 each Power Weapon / Lightning Claw
- 3 Power Fist / Thunder Hammer
- 3 Bike / Jump pack
- 1 Terminator Honours
- 3 Storm Shield
- 1 Artificier Armour
- 3 Adamantine Mantle

Chaplain

- 2 each Chaplain
- 3 Bike / Jump pack
- 3 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
- 1 each Cenobyte Servitor (only if on foot)

Terminator Command Squad  
See Terminator Squads

Command Squad

- 4 Apothecary
- 1 Furious Charge / Infiltrate / Counter-attack
- 1 Combiweapon / Plasma gun / Meltagun / Flamer
- 1 Power Weapon
- 3 Power Fist
- 3 Chapter Banner
- 1 Fighting Company Banner / Holy Relic
- 3 Drop Pod

Emperors Champion

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

-5 Helbrecht

-10 Grimaldus

### 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

Terminators

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

Sword Bretheren

- 2 Lascannon / Plasma Cannon
- 1 each of all other heavy weapons
- 2 Furious Charge / Infiltrate / Counter-attack
- 1 Plasma gun / Meltagun / Flamer
- 1 Power Weapon
- 2 Power Fist / Pair of Lightning Claws
- 3 Drop Pod

Dreadnoughts

- 3 per Dreadnought
- 1 first Dreadnought Close Combat Weapon
- 3 Drop Pod

### Troops

Crusader Squad

- 2 each Crusader Squad
- 2 Lascannon
- 1 Plasma Cannon
- 1 Power Weapon
- 2 Power Fist
- 3 Drop Pod

### Fast Attack

Land Speeder Squadron

- 1 per squadron
- Use the highest of these for each speeder:
- 1 each speeder
- 2 Multi-Melta
- 3 Typhoon Missile Launcher

#### Attack Bike

- 1 per squadron
- 1 each Heavy Bolter
- 2 each Multi-Melta

#### Bike Squadron

- 1 each Plasma Gun / Meltagun / Flamer
- 1 Attack Bike
- 1 Power Weapon

#### Assault Squad

- 1 each Flamer
- 1 Storm Shield
- 1 each Power Weapon
- 2 each Power Fist

#### Heavy Support

##### Vindicator

- 6 first Vindicator
- 8 each Vindicator after the first

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

- 15 first Land Raider
- 20 each additional Land Raider
- +4 each Redeemer
- +2 each Crusader
- +1 if only able to transport 10 models
- 1 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 4-5
- 2 each of vehicle 6-7
- 3 each additional vehicle

## Blood Angels

Blood Angels starts at 110 KP.

### HQ

Captain

-1 each Power Weapon / Pair of Lightning Claw

-2 Power Fist / Thunder Hammer

-1 Storm Shield (-2 if combined with Power Fist)

-2 Bike / Jump pack

Honour Guard

+5 each unit of Honour Guards

-1 each Flamer / Meltagun / Plasmagun

-1 Power Weapon (including Tech-Adept and Company Champion) / Lightning Claw (each)

-3 Power Fist / Thunder Hammer

-5 Exsanguinator

Chaplain

-2 each Chaplain

-3 Jump pack

-8 Lemartes

Librarian

-2 each Librarian

-2 Bike

-10 Lord Commander Dante

-15 Mephiston

-10 Corbulo

## Elite

Terminators

-1 each Terminator

-1 each Storm Shield (-2 for the first Storm Shield in each unit)

-2 Cyclone Missile Launcher

Dreadnoughts

-3 per Dreadnought

-1 first Dreadnought Close Combat Weapon

-1 Venerable

+2 first Furioso without a Drop Pod

-3 Drop Pod

Veteran Assault Marines

-1 each Power Weapon / Lightning Claw (each)

-3 each Power Fist / Thunder Hammer

-1 each Storm Shield

Death Company

-1 each Infantry Death Company member (in total) after the second

-2 each Jump Infantry Death Company member (in total) after the second

+3 if army does not contain a Chaplain, Chaplain Lemartes or Brother Corbulo

Scout Squad

-2 Power Fist

-1 Power Weapon

## Troops

Tactical Squad

-2 each Tactical Squad

-2 Lascannon

-1 Power Weapon

-3 Power Fist

-3 Drop Pod

Assault Marines

-3 each unit of Assault Marines (-2 if the unit has removed it's Jump Packs)

-1 Power Weapon

-3 Power Fist

-2 Drop Pod

## Fast Attack

Land Speeder Squadron

-1 per squadron

Use the highest of these for each speeder:

-1 each speeder

-2 Multi-Melta

-3 Typhoon Missile Launcher

Attack Bike

-1 per squadron

-1 each Heavy Bolter

-2 each Multi-Melta

Bike Squadron

-1 each Plasma Gun / Meltagun / Flamer

-1 Attack Bike

-1 Power Weapon

-3 Power Fist

## **Heavy Support**

Devastator squad

-1 each heavy weapon

-2 Power Fist

Whirlwind / Predator / Baal

-5 each Whirlwind / Predator / Baal

-1 Lascannon turret on Predator

Vindicator

-6 first Vindicator

-8 each Vindicator after the first

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

-15 first Land Raider

-20 each additional Land Raider

+4 each Redeemer

+2 each Crusader

+1 if only able to transport 10 models

-1 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 4-5

-2 each of vehicle 6-7

-3 each additional vehicle

## Chaos Daemons

Chaos Daemons start at 105 KP.

### HQ

- 10 Bloodthirster
- 5 Great Unclean One
- 8 Lord of Change

Keeper of Secrets  
-4 each Keeper of Secrets  
-5 each Pavane of Slaanesh

Heralds  
-1 each Herald  
-2 Chariot of Tzeentch  
-2 Chariot of Slaanesh  
-1 Bolt of Tzeentch  
-1 Juggernaut  
-1 Herald of Khorne  
-1 Herald of Tzeentch  
-5 Pavane of Slaanesh

-7 Skarbrand

-5 Ku'gath

-15 Fateweaver

-10 Bluescribes

-5 Skulltaker

-5 The Masque

-5 Epidemius

### Elites

Bloodcrushers  
-2 each of the first 4 Bloodcrushers in the first 2 units  
-3 each of the additional 4 Bloodcrushers  
-4 each additional Bloodcrusher  
-2 Icon

Beasts of Nurgle  
-2 each Beast of Nurgle

Flamers of Tzeentch  
-5 each unit of Flamers

Fiends of Slaanesh  
-2 each of the first 6 Fiend of Slaanesh  
-3 each additional Fiend of Slaanesh

### Troops

Bloodletters  
-2 each unit of Bloodletters  
-2 Icon

Plaguebearers  
-5 first unit of Plaguebearers  
-3 each additional unit  
-2 Icon

Horrors  
-3 each unit of Horrors  
-3 Changeling

-2 Icon

Daemonettes  
-2 each unit of Daemonettes  
-1 Icon

### Fast Attack

Flesh Hounds  
-1 each unit of Flesh Hounds

Seekers  
-2 each unit of Seekers

Screamers  
-1 each unit of Screamers

Blight Drones  
-2 each unit of Blight Drones  
-5 each Blight Drone model

## **Heavy Support**

Daemon Prince

-3 first Daemon Prince

-5 each additional Daemon Prince

-5 Pavane of Slaanesh

-4 Wings

-1 Iron Hide / Bolt of Tzeentch / Mark of  
Khorne / Mark of Tzeentch / Mark of  
Nurgle / Breath of Chaos

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



## Chaos Space Marines

Chaos Space Marines start at 107 KP.

### HQ

Daemon Prince  
-2 each Daemon Prince  
-6 Wings  
-25 Lash of Submission  
-2 Wind of Chaos  
-3 Warptime  
-1 Mark of Khorne  
-2 Mark of Nurgle

Sorcerer  
-2 Warptime / Bolt of Change / Wind of Chaos  
-25 Lash of Submission  
-2 Jump Pack / Disc of Tzeentch / Bike / Steed of Slaanesh  
-3 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

Greater Daemon  
-5 each Greater Daemon

-15 Abaddon the Despoiler

-10 Typhus

-10 Ahriman

-3 Huron Blackheart

-7 Khârn

-1 Lucious the Eternal

### Elites

Dreadnought  
-3 each Dreadnought  
-1 first Dreadnought Close Combat Weapon  
+2 first Dreadnought without 2 Dreadnought Close Combat Weapons

Terminators  
-3 each unit of Terminators (-5 if unit numbers more than 5 models)  
-1 each Heavy Flamer / Reaper Autocannon / Combiweapon / Power Fist / Chainfist / Pair of Lightning Claws after the third  
-2 Icon of Khorne

Chosen  
-2 Lascannon  
-1 each of all other Heavy Weapons  
-1 each Plasma Gun / Meltagun / Flamer after the first  
-1 Power Weapon / Lightning Claw (only on Champion)

-3 Powerfist  
-2 Rhino (in addition to other penalties for Rhinos)

Possessed  
+5 first unit of Possessed

### Troops

Chaos Space Marines  
-2 each unit of Chaos Space Marines  
-1 Lascannon  
-1 Power Weapon  
-3 Powerfist  
-1 Icon of Khorne

Lesser Daemons  
-2 each unit of Lesser Daemons

Khorne Berzerkers  
-3 each unit of Berzerkers  
-1 Power Weapon  
-4 Powerfist

Plague Marines  
-5 each unit of Plague Marines  
-1 each Plasma Gun / Meltagun / Flamer after the first  
-1 Power Weapon  
-3 Powerfist

Noise Marines  
-1 per unit  
-1 Blastmaster  
-2 Doomsiren  
-1 Power Weapon  
-3 Powerfist

Thousand Sons

-3 each unit of Thousand Sons

-1 Warptime / Wind of Chaos / Bolt of Change

### **Fast attack**

Spawn

+1 each Spawn

Chaos Bikers

+1 each unit

+1 If the unit numbers 6 or more models

-1 each Plasma Gun / Meltagun / Flamer

-1 Power Weapon

-3 Powerfist

-1 Icon of Chaos Glory, Icon of Khorne

-2 Icon of Nurgle

Raptors

+1 each unit of Raptors

-1 each Plasma Gun / Meltagun / Flamer

-1 Power Weapon

-2 Pair of Lightning Claws

-3 Powerfist

-1 Icon of Khorne

### **Heavy Support**

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

-12 first Land Raider

-17 each additional Land Raider

-1 Dozer blade

Defiler

-5 each Defiler

-1 each additional Close Combat Arm

Vindicator

-6 first Vindicator

-8 each Vindicator after the first

-1 Daemonic Possession

Obliterators

-5 each of the first three Obliterator

-10 each additional Obliterator

Havocs

+1 each unit of Havocs

-1 each Heavy Weapon

-1 each Flamer / Meltagun / Plasmagun after the second

-2 Powerfist

-1 Icon of Khorne

Predator

-4 each Predator

-1 Lascannon turret

### **Vehicles**

Rhino

-3 each Rhino

Vehicles (each unit of vehicles counts as one vehicle, Land Raiders count as two)

-1 each of vehicle 4-5

-2 each of vehicle 6-7

-3 each additional vehicle

## 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

Grey Knight Hero  
-2 each Brother Captian  
-3 each Grand Master  
-3 Storm Shield  
-1 Psycannon / Incinerator

Grey Knight Hero's Retinue  
Same as Grey Knight Terminators

Inquisitor Lord  
+1 each Inquisitor Lord  
-1 Thunderhammer / Daemon Hammer  
-3 Emperors Tarot  
-1 Combiweapon  
-2 Psycannon / Incinerator

Inquisitors Retinue (HQ or Elite)  
+1 each Retinue with 3 or more henchmen  
-1 each Plasmagun / Meltagun  
-1 each Heavy Bolter / Plasmacannon  
  
-4 Brother Captain Stern

### Elites

Grey Knight Terminators  
-1 each Terminator  
-1 each Storm Shield  
-1 each Psycannon / Incinerator

Death Cult Assassins  
+2 each Death Cult Assassin after the first

Inquisitor  
+1 each Inquisitor  
-1 Null Rod  
-2 Psycannon / Incinerator  
-3 Emperors Tarot  
-1 Combiweapon

-3 Vindicare Temple Assassin

-5 Eversor Temple Assassin

-10 Callidus Temple Assassin

### Troops

Grey Knights  
-2 each unit of Grey Knights  
-1 each Psycannon / Incinerator

Storm Troopers  
-1 each unit of Storm Troopers  
-1 second Plasma Gun / Meltagun / Flamer

### Fast Attack

Grey Knights Teleport Attack  
+5 each unit of Grey Knights  
-1 each Psycannon / Incinerator

### Heavy Support

Grey Knights Purgation Squad  
+1 each Grey Knights Purgationist model  
-1 each Psycannon / Incinerator

Grey Knights Dreadnoughts  
-3 per Dreadnought  
-1 first Dreadnought Close Combat Weapon  
-1 Venerable  
-3 Drop Pod

Land Raiders (all types and regardless of being a dedicated transport or not)  
-15 first Land Raider  
-20 each additional Land Raider  
+1 each Grey Knight Redeemer  
+2 each Crusader  
-1 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

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

- 1 each of vehicle 4-5
- 2 each of vehicle 6-7
- 3 each additional vehicle

## Dark Angels

A Dark Angels army starts at 108 KP.

### HQ

Company Master

- 1 Pair of Lightning Claws
- 2 Power Fist / Thunder Hammer
- 3 Jump pack

Command Squad

- 4 Apothecary
- 1 each Power Weapon
- 3 each Power Fist
- 1 each Plasma gun / Meltagun / Flamer after the first
- 2 Dark Angels Chapter Banner
- 3 Drop Pod

Interrogator-Chaplain

- 1 each Interrogator-Chaplain
- 3 Bike / Jump pack / if there is at least one Land Raider in the army
- 2 Power Fist

Chaplain

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

Librarian

- 2 each Librarian
- 3 Bike / Jump pack

-10 Azrael

-5 Ezekiel

Belial

- 2 Belial
- 2 Pair of Lightning Claws
- 5 Thunder Hammer & Storm Shield

Sammael

- 10 on Jetbike
- 15 on Land Speeder

### 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

- 3 per Dreadnought
- 1 first Dreadnought Close Combat Weapon
- 3 Drop Pod

Company Veteran Squad

- 2 each Lascannon
- 1 each of all other heavy weapons
- 1 each Combiweapon / Plasma Gun / Meltagun / Flamer after the first
- 1 each Storm Shield
- 1 each pair of Lightning Claws
- 3 each Power Fist / Thunder Hammer
- 3 Drop Pod

Scout Squad

- 2 Power Fist
- 1 Power Weapon

### Troops

Tactical Squad

- 2 each Tactical Squad
- 2 Lascannon
- 1 Power Weapon
- 3 Power Fist
- 3 Drop Pod

### Fast Attack

Ravenwing Support Squadron

- 1 per squadron
- Use the highest of these for each speeder:
  - 1 each speeder
  - 2 Multi-Melta
  - 3 Typhoon Missile Launcher

Ravenwing Attack Squadron

- 3 each unit taken as Troops
- 2 first unit if the army contains Terminators
  - 1 each Plasma Gun / Meltagun / Flamer
  - 1 Attack Bike (-2 if armed with Multi-Melta)
  - 1 Power Weapon
  - 3 Power Fist
  - 2 Ravenwing Company Standard
  - 1 Land Speeder
  - 4 Apothecary

Assault Marines  
-1 Power Weapon  
-3 Power Fist

### **Heavy Support**

Devastator squad  
-1 each heavy weapon  
-2 Power Fist

Whirlwind / Predator  
-5 each Whirlwind / Predator  
-1 Lascannon turret on Predator

Vindicator  
-6 first Vindicator  
-8 each Vindicator after the first

Land Raiders (all types and regardless of being a dedicated transport or not)  
-15 first Land Raider  
-20 each additional Land Raider  
+4 each Redeemer  
+2 each Crusader  
+1 if only able to transport 10 models  
-1 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 4-5  
-2 each of vehicle 6-7  
-3 each additional vehicle

## Dark Eldar

A Dark Eldar army starts at 117 KP  
Wych Cult starts at 122 KP

### HQ

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

Haemonculus

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

-7 Lelith Hesperax

-15 Asdrubael Vect

Retinue

-3 if the Retinue contains of at lest 5

Incubi

-3 Xenospasm / Terrorfex

Wych Retinue

Same as Wyches

### Elites

Mandrakes

-2 each unit of Mandrakes

Wyches (Elites of Troops)

-1 each unit of Wyches taken as Troops

-1 each unit with Wych Weapons

-1 Power Weapon

-2 Agoniser

-3 Xenospasm / Terrorfex

Warp Beasts

-2 each unit of Warp Beasts

### Troops

Warrior Squad / Raider Squad (Troops or Elites)

-1 each squad (if taken as Troops)

-1 Agoniser

-3 Xenospasm / Terrorfex

### Fast Attack

Reaver Jetbike Squad

-1 each Shredder / Blaster

-1 Power Weapon

-2 Agoniser

-3 Xenospasm / Terrorfex

Hellions

+5 first unit (if unit numbers 5 or more)

-1 each Shredder / Blaster

-1 Power Weapon

-2 Agoniser

-3 Xenospasm / Terrorfex

### Heavy Support

Talos

-4 each Talos

Scourges

+1 each Scourges model

Ravager

-5 each Ravager

-2 Horrorfex

-1 Night Field

### Weapons

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

-1 each of Dark Lance 1-3

-2 each of Dark Lance 4-5

-3 each of Dark Lance 6-7

-4 each of Dark Lance 8-9

-5 each additional Dark Lance

### Vehicles

Raider

-3 each Raider

-2 each Horrorfex

-1 each Trophy Racks

Vehicles and Talos (Each Talos counts as one vehicle)

-1 each of vehicle 5-6

-2 each of vehicle 7-8

-3 each additional vehicle

## Eldar

Eldar starts at 102 KP.

### HQ

Avatar of Khaine

-10 Avatar of Khaine (-15 if army contains Fortune)

Eldrad Ulthan

-25 Eldrad Ulthan

-8 Prince Yriel

-5 Asurmen

-5 Jain Zar

-5 Karandras

-5 Maugan Ra

-5 Fuegan

Farseer

-1 each Farseer

-1 Runes of Warding

-5 Doom

-3 Fortune

-3 Jetbike

Autarch

+1 each Autarch

-2 Jetbike

-2 Laser Lance

Seer Council / Warlock unit

-1 each Infantry Seer Council member (-2 if army contains Fortune)

-2 each Jetbike mounted Seer Council member (-5 if army contains Fortune)

-3 if unit contains Enhance

-3 if unit contains Embolden

### Elites

Harlequin Troupe

-3 each unit of Harlequins

-5 each Shadowseer

-0,5 each Harlequins Kiss

-2 Power Weapon

-1 if army contains Doom or Fortune

Striking Scorpions

-2 each unit of Striking Scorpions

-2 Scorpions Claw

-3 Infiltrate (if mounted in a Wave Serpent)

Fire Dragons

-3 each unit of Fire Dragons

Howling Banshees

-2 each unit of Howling Banshees

-1 Executioner

-1 if the army contains Doom

### Troops

Guardians

-1 if army contains an Avatar

-2 Bright Lance

-1 Eldar Missile Launcher / Scatter Laser

/ Starcannon / Destructor

Storm Guardians

-1 each unit of Storm Guardians

-1 each Flamer / Fusiongun / Destructor after the first

Guardian Jetbikes

-2 each unit of Guardian Jetbikes

-1 Shuriken Cannon / Desctructor

Rangers

-1 each unit of Rangers

-2 each unit of Pathfinder

Wraithguards

-5 each unit of Wraithguard taken as a Troop choice

-2 Conceal

Dire Avengers

-2 each unit of Dire Avengers

-1 Power Weapon and Shimmershield

-1 Bladestorm

### Fast Attack

Swooping Hawks

+1 each Swooping Hawk in the first unit

-5 Skyleap (including Baharroth)

Shining Spears

+1 each Shining Spear model in the first unit



Warp Spiders  
-3 each unit of Warp Spiders  
-1 Withdraw

Vyper Squadron  
-1 each Vyper

### **Heavy Support**

War Walker Squadron  
-1 each War Walker squadron  
-1 each Bright Lance / Eldar Missile  
Launcher / Scatter Laser  
-0,5 each Starcannon / Shuriken Cannon

Falcon / Fire Prism  
-5 each Falcon / Fire Prism  
-6 each Holo-field

Wraithlord  
-5 each Wraithlord  
-1 Brightlance

Support Weapon Battery  
-3 each D-Cannon Battery  
-1 each Shadow Weaver Battery

Dark Reapers  
-2 each unit of Dark Reapers  
-1 Crack Shot

### **Vehicles**

Wave Serpents  
-5 each Wave Serpent  
-1 each Bright Lance / Eldar Missile  
Launcher / Scatter Laser  
-0,5 each Starcannon / Shuriken Cannon

Vehicles and Wraithlords  
(units of vehicle count as one vehicle,  
vipers does not count at all, Wraithlords  
count as one vehicle)  
-1 the 3rd vehicle  
-2 each additional vehicle

## Imperial Guard

An Imperial Guard army starts at 110 KP

### HQ

Company Command Squad

-1 each Company Command Squad

-2 Lascannon

-1 all other Heavy Weapons (not including Sniper Rifle)

-1 each Flamer / Plasma Gun / Meltagun / Heavy Flamer after the first

-4 Regimental Standard

-3 Astropath

-4 Master of Ordnance

-5 Officer of the Fleet

-1 first Power Fist

-5 Krell

+1 Nork Deddog

Lord Commissar

-4 each Lord Commissar

-1 Power Fist

Primaris Psyker

-2 each Primaris Psyker

Ministorum Priest

-1 Eviscerator

-7 Creed

-5 Straken

-10 Commissar Yarrick

Atlas Recovery Vehicle

-2 each Atlas Recovery Vehicle

Salamander Command Vehicle

-3 each Salamander Command Vehicle

### Elites

Ogryn Squad

-5 each unit of Ogryns

Psyker Battle Squad

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

Storm Troopers

-1 each unit of Storm Troopers

-1 each Flamer / Plasma Gun / Meltagun after the first

-2 Guardsman Marbo

Ratling Squad

-2 each Ratling Squad

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

-2 each Lascannon

-1 each other Heavy Weapon (not including Sniper Rifle)

-1 each Flamer / Plasma Gun / Meltagun / Heavy Flamer after the first

-1 first Power Fist

-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 each Infantry Squad

-2 each Lascannon

-1 each other Heavy Weapon (not including Sniper Rifle)

Commissar (only count this once per Platoon that includes at least one Commissar)

-1 2<sup>nd</sup> Infantry Squad

-3 3<sup>rd</sup> Infantry Squad

-4 4<sup>th</sup> Infantry Squad

-4 5<sup>th</sup> Infantry Squad

Heavy Weapons Squad

-2 each Heavy Weapon squad

Special Weapons Squad

-1 each Special Weapon Squad

-1 each Flamer / Plasma Gun / Meltagun after the first

-1 each Demolition Charge (-2 for the first in each unit)

#### Conscripts

-1 each unit of Conscripts  
-1 each 'Send in the Next Wave'

#### Penal Legion Squad

-2 each Penal Legion Squad

#### Veteran Squad

-1 each Veteran Squad  
-2 each Lascannon  
-1 each other Heavy Weapon (not including Sniper Rifle)  
-1 each Flamer / Plasma Gun / Meltagun / Heavy Flamer after the first  
-1 each Power Fist  
-1 Forward Sentries / Demolitions  
-1 Sergeant Bastonne

#### Fast Attack

##### Scout / Armoured Sentinel Squadron

-1 each Sentinel Squadron  
-1 each Lascannon / Plasmacannon

##### Sentinel Powerlifter

-1 each Sentinel Powerlifter

##### Rough Rider Squad

-4 each Rough Rider Squad

##### Hellhound Squadron

-1 each Hellhound Squadron  
-3 each Hellhound / Bane Wolf / Devil Dog

##### Valkyrie Assault Carrier Squadron

-3 each Valkyrie Assault Carrier Squadron  
-3 each Valkyrie in the squadron

##### Vendetta Gunship Squadron

-4 each Vendetta Gunship Squadron  
-4 each Vendetta in the squadron

##### Salamander Scout Vehicle

-1 each Salamander Scout Vehicle

##### Cyclops

-2 each Cyclops

#### Heavy Support

##### Leman Russ Squadron

-3 each Leman Russ Squadron (*this applies even when buying a single Leman Russ in a Daemonhunter or Witchhunter army*)  
-5 each Battle Tank / Vanquisher / Demolisher / Punisher / Executioner / Exterminator  
-1 each pair of Plasma Cannon sponsons  
-2 each Eradicator  
-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

-2 each Ordnance Battery  
-3 each Basilisk / Medusa / Colossus  
-2 each Griffon  
-1 each Bastion-breacher 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)

-1 the 6<sup>th</sup> vehicle

-2 each of vehicle 7-8

-3 each additional vehicle

## Necrons

A Necron army begins at 115 KP.

### HQ

- 30 Nightbringer
- 25 The Deceiver

Necron Lord

- 5 Destroyer Body
- 10 Resurrection Orb
- 10 Veil of Darkness

### Elites

Pariahs

- +1 each Pariah

Immortals

- 1 each Immortal

### Troops

- 1 each unit of Necrons Warriors

### Fast Attack

Destroyers

- 1 first and second Destroyer in each unit
- 2 each additional Destroyer
- 5 second unit of Destroyers
- 10 third unit of Destroyers

Wraiths

- 1 each Wraith after the 5th

Scarabs

- 1 each Scarab base after the 4th 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 Each Monolith

Tomb Spyder

- 3 each of the first to third Tomb Spyder
- 5 each additional Tomb Spyder

## Orks

An Ork army starts at 105 KP.

### HQ

-16 Ghazghkull Thraka

-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

-5 Kustom Force Field (additionally -2 for each vehicle / walker in the army, up to a maximum of -15 in total)

-2 Shokk attack gun

-1 Bosspole

-1 Power Klaw

Weirdboy

+2 each Wierdboy (-4 if Warphead)

### Elite

Lootas

-1 each Loota model

Burna boyz

-3 each unit of Burna boyz

Tankbustas

+0,5 each Tankbusta model after the fifth in each unit

-3 Powerklaw

-1 Bosspole

Nobz

-3 each unit taken as Troops

-1 each Nob if the unit includes a Painboy (-2 if on bike)

-3 each of the first five Warbikes

-6 each additional Warbike

-3 each of the first and second Power Claw

-2 each additional Power Claw

-2 Waaagh! Banner

-1 first Bosspole

Meganobz

-3 each unit taken as Troops

-1 each of the fourth and fifth Meganob

-2 each of the sixth and seventh

Meganob

-3 each Meganob above seven

-1 first of each Kombiweapon

-1 each Meganob model in a unit that is able to embark in a transport (only count this penalty once for each unit of Meganobs 'with' an transport)

-2 if an Independent Character with bosspole is present in the army

Kommandos

-3 Powerklaw

-1 Bosspole

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

### Troops

Ork boyz

-2 each unit of Ork Boyz

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

-3 Powerklaw

-1 Bosspole

Gretchins

-2 each unit of Gretchin

+1 each Slaver after the first

### Fast Attack

Stormboyz

-2 each unit of Stormboyz (-4 if squad numbers 15 models or more)

-3 Powerklaw

-1 Bosspole

-5 Boss Zagstruk

Warbuggies

-2 per squadron

-1 each Rokkit Launcha

Warbikers

-3 Powerklaw

-1 Bosspole

-3 if taken as Troops

Deffkoptas

-2 each unit of Deffkoptas

-1 each Buzzsaw

### Heavy Support

Battlewagon

-10 first Battlewagon

-15 each additional Battlewagon

+5 first 'ard case

-6 Deff rolla

-3 Boarding plank

-1 each Grot Riggers / Reinforced ram

Deff Dread

-3 first Deff Dread

-4 each additional Deff Dread

Killa Kans

-3 each Killa Kan

-1 each Grotzooka

Big Gunz Battery

-2 each Big Gun Battery

Looted Wagon

-1 Boomgun

-2 Boarding plank

Flash Gitz

+1 each Flash Git model

-4 Painboy

+3 Kaptin Badrukk

### 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

### Vehicles

Trukks

-3 each Trukk

-1 each Reinforced ram

Vehicles (each unit of vehicles counts as one vehicle)

-1 each of vehicle 5-6

-2 each of vehicle 7-8

-3 each additional vehicle

## Space Marines

A Space Marine army starts at 105 KP.

### HQ

Chapter Master / Captain

- 1 each pair of Lightning Claws
- 2 Power Fist / Thunder Hammer / Relic Blade / Chainfist (-3 if combined with Storm Shield)
- 1 Storm Shield
- 1 Artificer Armour / Terminator Armour
- 2 Bike / Jump pack

Honour Guard

- +5 each Honour Guard unit

Command Squad

- 10 each Command Squad on Bikes
- 1 each Combiweapon / Plasma Gun / Meltagun / Flamer after the second
- 1 each Storm Shield
- 1 each Power Weapon / Lightning Claw
- 3 each Power Fist / Thunder Hammer

Chaplain

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

Librarian

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

Master of the Forge

- 2 Conversion Beamer (if combined with Bike)

-4 Sicarius

-2 Cassius

-10 Khan

-13 Shrike

-6 Tigarius

-15 Lysander

-11 Kantor

Vulkan

- 8 Vulkan
- 1 for each Multi-Melta Vulkan makes twin-linked that is mounted on a Land Speeder, a Land Speeder Storm, an Attack Bike or a Land Raider of any type.
- 0,5 for each other weapon (other than his own) Vulkan makes master-crafted or twin-linked

-12 Calgar

-3 Damocles Command Rhino

### Elite

Techmarine

- +1 each Techmarine

Assault Terminators

- 1 each Terminator
- 1 each Storm Shield (-2 for the first Storm Shield in each unit)
- 1 each unit of 10 Terminators

Terminators

- 1 each Terminator
- 1 each unit of 10 Terminators
- 1 Assault Cannon
- 2 Cyclone

Dreadnoughts (Elite or Heavy Support)

- 3 per Dreadnought
- 1 first Dreadnought Close Combat Weapon
- 1 Venerable
- 3 Drop Pod

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
- 1 each Combi-plasma / Plasma Gun after the second
- 1 each Combi-melta/ Meltagun after the second
- 3 Power Fist
- 3 Drop Pod

Legion of the Damned

- +1 each Legionnaire



## Troops

### Tactical Squad

- 1 each Tactical Squad (-2 if numbering 10 models)
- 2 Lascannon
- 1 Plasma cannon
- 1 Combiweapon
- 1 Power Weapon
- 3 Power Fist
- 3 Drop Pod

### Scout Squad

- 1 each Scout Squad
- 2 Power Fist
- 1 Combi-weapon
- 2 each Scout Squad that is able to embark in a Land Speeder Storm (only count this penalty once for each unit of Scouts 'with' an Land Speeder Storm)

## Fast Attack

### Land Speeder Squadron

- 1 per squadron
- Use the highest of these for each speeder:
- 1 each speeder
- 2 Multi-Melta
- 3 Typhoon Missile Launcher

### Attack Bike

- 1 per squadron
- 1 each Heavy Bolter
- 2 each Multi-Melta

### Land Speeder Storm

- 1 each Land Speeder Storm

### Bike Squadron

- 3 If taken as Troops (due to captain on bike)
- 1 Combiweapon / Plasma Gun / Meltagun / Flamer
- 1 Attack Bike
- 3 Power Fist

### Scout Bike Squadron

- 1 Power Weapon
- 3 Power Fist
- 2 Cluster Mines
- 2 Locator Beacon

### Assault Marines

- +1 each unit without jump packs
- 1 Flamer
- 1 Power Weapon / Lightning Claw (each)
- 3 Power Fist / Thunder Hammer

### Vanguards

- +1 each Vanguard model with a Jump Pack
- 1 Power Weapon / Lightning Claw (each) / Relic Blade
- 3 Power Fist / Thunder Hammer
- 1 each Storm Shield

## Heavy Support

### Thunderfire Cannon

- 2 per Thunderfire Cannon

### Devastator squad

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

### Whirlwind / Predator

- 5 each Whirlwind / Predator
- 1 Lascannon turret on Predator

### Vindicator

- 6 first Vindicator
- 8 each Vindicator after the first

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

- 15 first Land Raider
- 20 each additional Land Raider
- +4 each Redeemer
- +2 each Crusader
- 1 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 4-5
- 2 each of vehicle 6-7
- 3 each additional vehicle

## Space Wolves

A Space Wolves army starts at 100 KP.

### HQ

-10 Bjorn the Fell Handed

-5 Ulrik the Slayer

-25 Njal Stormcaller

-10 Canis Wolfborn

-10 Ragnar Blackmane

-8 Logan Grimnar

Wolf Lord

+1 each Wolf Lord

-1 pair of Wolf Claws

-2 Frost Blade / Frost Axe

-2 Power Fist / Thunder Hammer / Chainfist

-3 Storm Shield

-2 Belt of Russ

-3 Bike / Jump pack

-4 Thunderwolf Mount

-3 Saga of the Bear

-5 Saga of the Warrior Born

Rune Priest

-3 each Rune Priest

-1 Chooser of the Slain

-1 Living Lightning

-4 Storm Caller

-5 Tempest's Wrath

-7 Murderous Hurricane

-25 Jaws of the World Wolf

Wolf Priest

-2 each Wolf Priest

-3 Bike / Jump pack

-2 Saga of the Warrior Born

Wolf Guard Battle Leader

-1 Power Weapon / Wolf Claw (each)

-2 Frost Blade / Frost Axe

-3 Power Fist / Thunder Hammer / Chainfist

-2 Storm Shield

-3 Bike / Jump pack

-4 Thunderwolf Mount

-4 Saga of the Warrior Born

### Elites

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

-3 each unit chosen as Troops

-1 each Combiweapon (-0 first three on models in Terminator Armour)

-1 each Power Weapon / Wolf Claw (single or pair) / Frost Blade / Frost Axe (-0 if model has Terminator Armour)

-3 each Power Fist / Thunder Hammer / Chainfist (-0 if model has Terminator Armour)

-1 each Storm Shield

-1 each model on Bike / in Terminator Armour

-2 each Cyclone Missile Launcher

-2 Arjak Rockfist

-3 Drop Pod

Dreadnought

-4 each Dreadnought

-1 Wolftooth Necklace

-3 Drop Pod

Venerable Dreadnought

-5 each Venerable Dreadnought

-3 Drop Pod

Iron Priest

-2 each Iron Priest

Wolf Scouts Pack

-4 each Wolf Scouts Pack (-6 if one or more Characters with Saga of the Hunter is present in the army)

-1 Meltagun

-1 unit has Meltabombs

-1 each Combiweapon

-1 each Power Weapon (on Wolf Guard) / Wolf Claw (single or pair) / Frost Blade / Frost Axe

-3 each Power Fist / Thunder Hammer

Lone Wolf

-1 Power Weapon / Wolf Claw (each)

-2 Frost Blade / Frost Axe

-3 Power Fist / Thunder Hammer / Chainfist

-2 Storm Shield

-1 Terminator Armour

## Troops

### Grey Hunters

- 2 each Grey Hunter Pack
- 1 Power Weapon (only if the unit carries a Wolf Standard)
- 1 each Wolf Claw (single or pair) / Frost Blade / Frost Axe / Mark of the Wulfen
- 1 each Power Fist / Thunder Hammer / Chainfist (-3 if on Wolf Guard)
- 1 Wolf Standard
- 1 each Combiweapon
- 1 each Assault Cannon
- 2 each Cyclone Missile Launcher
- 3 Drop Pod

### 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 (-3 if on Wolf Guard)
- 1 each Assault Cannon
- 2 each Cyclone Missile Launcher
- 4 Lukas the Trickster

## Fast Attack

### Thunderwolf Cavalry

- 1 each Thunderwolf Cavalry model
- 2 each Storm Shield
- 1 each Frost Blade / Frost Axe / Wolf Claw
- 3 each Power Fist / Thunder Hammer

### Fenrisian Wolf Pack (Fast Attack or Troops)

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

### Swiftclaw Biker Pack

- 1 Multi-Melta
- 1 each Power Weapon / Wolf Claw (single or pair) / Frost Blade / Frost Axe
- 2 each Power Fist / Thunder Hammer (-3 if on Wolf Guard)
- 1 each Combiweapon

### Skyclaw Assault Pack

- 1 Power Weapon
- 2 Power Fist

### Land Speeder Squadron

- 1 per squadron
- Use the highest of these for each speeder:
  - 1 each speeder
  - 2 Multi-Melta
  - 3 Typhoon Missile Launcher

## Heavy Support

### Long Fangs

- 2 first unit of Long Fangs
- 3 second unit of Long Fangs
- 4 third unit of Long Fangs
- 1 each heavy weapon (including those from Wolf Guards)

### Whirlwind / Predator

- 5 each Whirlwind / Predator
- 1 Lascannon turret on Predator

### Vindicator

- 6 first Vindicator
- 8 each Vindicator after the first

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

- 15 first Land Raider
- 20 each additional Land Raider
- +4 each Redeemer
- +2 each Crusader
- +1 if only able to transport 10 models
- 1 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 4-5
- 2 each of vehicle 6-7
- 3 each additional vehicle

## Tau

A Tau army begins at 112 KP.

### HQ

Commander  
-3 each commander (-4 if equipped with Missile Pod, Plasma Rifle and/or Smart Missile System)  
-3 Positional Relay  
-1 each Iridium Armour, Stimulant Injectors

Commander Bodyguard  
See Crisis Suit Entry

Ethereal  
-2 each Ethereal

Shadowsun  
-5 Shadowsun (-8 if combined with an Ethereal)

-6 O'shova

### Elites

Crisis Suitss  
-1 each Crisis Suit (-2 if equipped with Missile Pod and/or Plasma Rifle)  
-1 first unit of Crisis Suits  
-2 second unit of Crisis Suit  
-3 each additional unit of Crisis Suit  
-3 Positional Relay  
-1 each Iridium Armour, Stimulant Injectors

Stealth suits  
-1 each Stealth Suit

### Troops

Fire Warriors  
-1 each unit of Fire Warriors

Kroot  
-2 first two unit of Kroots  
+1 each Kroot Ox

Great Knarloc Baggage Herd  
+1 for second Knarloc Baggage Herd

### Fast attack

Gun Drones  
-1 each unit of Gun Drones

Vespid Stingwings  
+4 for each unit of >5 Vespids

Pathfinders  
-4 each unit of Pathfinders

Tetra squadron  
-3 each unit of Tetra

Piranha squadron  
-1 each Piranha  
-2 each Missile Pod  
-1 each Disruption Pod

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

### Heavy Support

Hammerhead  
-5 each Hammerhead  
-1 Fusion Cannon  
-3 Railgun  
-1 Smart Missile System  
-4 Disruption Pod

Sky Ray  
-2 each Sky Ray  
-1 Smart Missile System  
-3 Disruption Pod

Broadsides  
-2 each Broadside model (-3 if with ASS)  
-1 each Shield Drone  
-1 first unit of Broadsides  
-3 second unit of Broadsides  
-4 each additional unit of Broadsides

Sniper Drones  
-2 first Sniper Drone Team

Goaded- and Mounted Great Knarloc Herd  
+1 each Great Knarloc Herd

## **Vehicles**

Devilfish

-2 each Devilfish

-1 Smart Missile System

-2 Disruption Pod

Vehicles (each unit of vehicles counts as one vehicle)

-1 each vehicle after the 4<sup>th</sup>

-2 each vehicle after the 6<sup>th</sup>

-3 each vehicle after the 9<sup>th</sup>

## Tyranids

A Tyranid army starts at 108 KP.

### HQ

Hive Tyrant

-3 each Hive Tyrant

-5 each Wings

-3 each Warp Field / Extended Carapace / Psychic Scream

-2 each Twin-linked Devourer / Venom Cannon / Barbed strangler (if combined with Toxin Sacs) / Warp Blast

-1 each Acid maw / Adrenal Glands - I / Enhanced senses / Implant attack / Shadow of the Warp / Toxin Sacs / Scything Talons / Toxic Miasma

Tyrant Guards

-2 each Tyrant Guard

Broodlord (including Retinue)

-3 each Broodlord

-3 Feeder Tendrils (either on Broodlord or Genestealers)

Tyranid Warriors (HQ, Elites or Fast attack)

-2 each unit with Leaping / Wings

-1 each unit with Extended Carapace

-0,5 each Deathspitter

-1 each Barbed Strangler (-2 if with Toxin Sacs)

### Elites

Lictors

+5 each Lictor after the first

### Troops

Genestealers

-1 each unit

-2 Scuttlers

-1 Extended Carapace

-2 Feeder Tendrils

Gaunts

-1 each unit of Gaunts (-2 if unit numbers 10 models or less)

-3 each unit of Gaunts with Without Number (regardless of unit size)

Hormagaunts

-2 each 10 (or part of 10) Hormagaunts in the army after the first 10

### Fast Attack

Raveners

-2 each unit of Raveners

Gargoyles

+3 each 10 (or part of 10) Gargoyles in the army

### Heavy Support

Zoanthropes

-3 each Psychic Scream

-2 each Warp Blast / Synapse Creature

Carnifex

-5 each of the first and second Carnifex

-10 each of the third and fourth Carnifex

-20 each of the fifth and sixth Carnifex

-1 each Twin-linked Devourer

-2 each Reinforced Chitin / Extended Carapace / Venom Cannon / Barbed Strangler

## Witch Hunters

Witch hunters start at 107 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
- 3 Jump Pack
- 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 Combiweapon
- 1 Eviscerator

Inquisitors Retinue (HQ or Elite)

- +1 each Retinue with 3 or more henchmen
- 1 each Plasmagun / Meltagun
- 1 each Heavy Bolter / Plasmacannon

Priests

- 2 each Eviscerator

- 12 St. Celestine

- 4 Karamazov

### Elites

Inquisitor

- +1 each Inquisitor
- 1 Eviscerator
- 1 Combiweapon
- 1 Divine Pronouncement / Purgatus

Arco Flaggelants

- +5 each unit of Arco Flaggelants

Sister Repentias

- +1 each Sister Repentia / Mistress

Celestians

- 1 each Flamer / Meltagun / Heavy Flamer / Heavy Bolter / Multi-melta / Combiweapon
- 2 Eviscerator
- 4 Book of St. Lucius

Death Cult Assassins

- +2 each Death Cult Assassin after the first

- 3 Vindicare Temple Assassin

- 5 Eversor Temple Assassin

- 10 Callidus Temple Assassin

## Troops

Battle Sisters Squad

- 1 each unit of Battle Sisters
- 1 Veteran Superior
- 1 second Meltagun / Combi-meltagun
- 2 Eviscerator
- 4 Book of St. Lucius

Storm Troopers

- 1 each unit of Storm Troopers
- 1 second Plasma Gun / Meltagun / Flamer

Zealots

- 1 each unit of Zealots
- 2 each Eviscerator

### Fast Attack

Seraphim Squad

- 3 each unit of Seraphims
- 1 Power Weapon
- 2 Eviscerator
- 4 Book of St. Lucius

Dominion Squad

- +3 first unit of Dominions
- 1 each Flamer / Meltagun / Combiweapon
- 1 Veteran Superior
- 2 Eviscerator
- 4 Book of St. Lucius

## Heavy Support

### Retributor Squad

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

### Immolator

See Dedicated Transports

### Exorcist

- 7 first Exorcist
- 10 each additional Exorcist

### Penitent Engines

- +2 the 2<sup>nd</sup> and 3<sup>rd</sup> Penitent Engine

## Vehicles

### Dedicated Transports

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

### Valkyrie

- 6 each Valkyrie

### Land Raider

- 15 first Land Raider
- 1 each Multi-Melta
- 20 each additional Land Raider

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

- 1 each of vehicle 4-5
- 2 each of vehicle 6-7
- 3 each additional vehicle