RT-kompmallen v5.6

Contents

Instructions

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 Aceept 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 2nd 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
-5 first Vindicator
-8 each Vindicator after the first

Predator
-5 each Predator
-1 Lascannon turret
-1 Sponsons

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 105 KP.

HQ

-7 Commander Dante

-4 Gabriel Seth

-10 Astorath the Grim

-10 Sanguinor

-20 Mephiston

Captain Tycho
-3 Regular Captain Tycho
+1 Deathcompany Tycho

Libarian
-2 each Librarian
-2 Jump Pack / Bike
-1 Storm Shield
-6 Fear of darkness
-2 Sanguine Sword
-1 Unleash Rage
-1 Blood Lance
-1 Might of Heroes

Reclusiarch
-2 each Reclusiarch
-3 Bike / Jump pack / if there is at least one Land Raider / Storm Raven in the army

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

Honour Guard
-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
-3 Jumppacks
(see also Blood Chalice)

Elite

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

Sanguinary Guard
-1 each Sanguinary Guard (-3 if scoring)
-2 each of the first two powerfists

Sanguinary Priest
-1 Powerfist
-5 Brother Corbulo
(see also Blood Chalice)

Techmarine
+1 each Techmarine

Dreadnought (Elite, Troop or Heavy Support)
-3 each Dreadnought
-1 each Blood Fist / Frag Cannon / Force Weapon
-3 Blood talons
-3 Wings of Sanguinius
-1 Blood Lance
-1 Might of Heroes
-6 Fear of darkness
-3 Drop Pod

Assault Terminators
-1 each Terminator
-1 each Storm Shield
-1 each unit of 10 Terminators

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

Sternguards
-1 each unit of Sternguards
-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

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

Assault Squad
-2 each Assault Squad
-1 each Plasma Gun / Flamer / Meltagun / Hand Flamer / Combiweapon after the first (if equipped with Jump Packs, count the first as well)
-1 Power Weapon / Lightning Claw / pair of Lightning Claws
-3 Power Fist
-3 Drop Pod

Scout Squad
-1 each Scout Squad
-2 Power Fist
-1 Combi-weapon

Death Company
-2 Death Company
-1 each 5th member of the Death Company
-1 each Power Weapon / Lightning claw
-3 each Power Fist / Thunder Hammer
-4 Lemartes

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 Combiweapon / Plasma Gun / Meltagun / Flamer
-1 Attack Bike
-3 Power Fist

Scout Bike Squadron
-3 Power Fist
-2 Cluster Mines
-2 Locator Beacon

Vanguards
-1 Power Weapon / Lightning Claw / pair of Lightning Claws / Glaive Encarmine
-3 Power Fist / Thunder Hammer
-1 each Storm Shield

Baal Predator
-5 each Baal Predator
-1 Flamestorm Cannon
-2 Heavy Bolter Sponsons
-1 Heavy Flamer Sponsons

Heavy Support

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

Whirlwind
-5 each Whirlwind

Predator
-5 each Predator
-1 Lascannon turret
-1 Sponsons

Vindicator
-8 each Vindicator

Storm Raven
-10 each Storm Raven

Blood Chalice

-15 each Blood Chalice / The Red Grail

Vehicles

Rhino / Razorback
-3 each Rhino
-3 each Razorback
-1 each Twin-linked Heavy Bolter

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 (each unit of vehicles counts as one vehicle, Land Raiders count as two, Drop Pods does not count)
-1 vehicle 4
-2 each of vehicle 5-6
-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 Chariot of Khorne
-1 Bolt of Tzeentch
-1 Juggernaut
-1 Herald of Khorne
-1 Herald of Tzeentch
-5 Pavane of Slaanesh

-7 Skarbrand

-5 Ku'gath

-15 Fateweaver

-10 Bluescribes

-5 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
-1 each Plasmagun / Meltagun / Flamer / Heavy Weapon (up to a maximum of -3)
-1 each Power Weapon/Lightning Claw (only if on Champion)
-1 each Power Fist (-3 if on Champion)
-2 Rhino (in addition to other penalties for Rhinos)

Possessed
+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 of Chaos Bikers (+2 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

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

Heavy Support

Land Raiders (regardless of being a dedicated transport or not)
-12 first Land Raider
-17 each additional Land Raider
-1 Dozer blade

Defiler
-5 each Defiler
-1 each additional Close Combat Arm

Vindicator
-5 first Vindicator
-8 each Vindicator after the first
-1 Daemonic Possession

Obliterators
-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
-3 each Predator
-1 Sponsons
-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

Valkyrie
-6 each Valkyrie

Vehicles (each unit of vehicles counts as one vehicle, Land Raiders count as two, Drop Pods does not count, a squadron of Armoured Sentinels counts as one vehicle, other Sentinels and Cyclops does not count)
-1 each of vehicle 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
-5 each Whirlwind

Predator
-4 each Predator
-1 Sponsons
-1 Lascannon turret

Vindicator
-5 first Vindicator
-8 each Vindicator after the first

Land Raiders (all types and regardless of being a dedicated transport or not)
-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
-6 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 4-5
-2 each of vehicle 6-7
-3 each additional vehicle

Eldar

Eldar starts at 103 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
-4 Runes of Warding
-5 Doom
-3 Fortune
-3 Jetbike

Autarch
+1 each Autarch
-2 Jetbike
-2 Laser Lance

Seer Counsil / Warlock unit
-1 each of the first four Infantry Warlocks (only if the army contains Fortune)
-1 each Infantry Warlock after the fourth (-2 if army contains Fortune)
-2 each Jetbike mounted Warlock (-5 if army contains Fortune)
-2 if unit contains Enhance (-3 on Jetbikes)
-2 if unit contains Embolden (-3 on Jetbikes)

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 of the 1-6 Sanctioned Psyker model (-2 if no Chimeras are present in the army)
-2 each of the 7-9 Sanctioned Psyker model

Storm Troopers
-1 each unit of Storm Troopers
-1 each 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 2nd Infantry Squad
-3 3rd Infantry Squad
-4 4th Infantry Squad
-4 5th 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, emplacements and platforms does count)
-1 the 6th 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 (only count this penalty once for each unit of Meganobs 'with' an Independent Character)

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 Artificier 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 and Bike

-4 Sicarius

Cassius
-2 Cassius
-2 if there is at least one Land Raider in the army

Khan
-8 Khan
-2 Moondrakkan or if there is at least one Land Raider in the army

-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
-2 Cyclone

Dreadnoughts (Elite or Heavy Support)
-3 per Dreadnought
-1 first Dreadnought CCW (on each Dreadnought)
-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
-3 Power Fist
-2 Cluster Mines
-2 Locator Beacon

Assault Marines
+1 each unit without jump packs
-1 Flamer
-1 Power Weapon / Lightning Claw / pair of Lightning Claws
-3 Power Fist / Thunder Hammer

Vanguards
+1 each Vanguard model with a Jump Pack
-1 Power Weapon / Lightning Claw / pair of Lightning Claws / 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
-5 each Whirlwind

Predator
-4 each Predator
-1 Sponsons
-1 Lascannon turret

Vindicator
-5 first Vindicator
-8 each Vindicator after the first

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

-7 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
-2 Living Lightning
-4 Storm Caller
-3 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

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

Thunderwolf Cavalry
-5 each unit after the first
-2 each Thunderwolf Cavalry model
-3 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)

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
-5 each Whirlwind

Predator
-4 each Predator
-1 Sponsons
-1 Lascannon turret

Vindicator
-5 first Vindicator
-8 each Vindicator after the first

Land Raiders (all types and regardless of being a dedicated transport or not)
-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 115 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
-2 first unit of Broadsides
-4 second unit of Broadsides
-5 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 4th
-2 each vehicle after the 6th
-3 each vehicle after the 9th

Tyranids

Tyranids starts at 105 KP

HQ

Hive tyrant
-1 each Twin-Linked Devourers / Regeneration
-2 each Leech / Strangelthorn Cannon / Heavy Venom Cannon / Hive Commander / Armoured Shell
-3 Wings
-5 Paroxysm

Tervigon
-3 each Tervigon (-5 if taken as Troops)
-2 Regeneration
-4 Catalyst
-1 Onslaught

Tyranid Prime
-2 each Prime
-1 each Rending Claws / Toxin Sacs
-2 Pair of Boneswords
-3 Lash whip & Bonesword

-5 The Swarmlord

-3 The Parasite of Mortex

Elite

-2 Deathleaper

Hive Guard Brood
-4 each Hive Guard

Venomthrope Brood
-1 each Venomthrope Brood
-1 Mycetic Spore

Zoanthrope Brood
-3 each Zoanthrope
-3 Mycetic Spore

The Doom of Malan'tai
-5 The Doom of Malan'tai
-5 Mycetic Spore

Pyrovore Brood
+2 each Pyrovore
-2 Mycetic Spore

Ymgarl Genestealer Brood
-2 each Brood

Troops

Tyranid Warrior Brood
-4 each unit if there is Catalyst in the army (only count this penalty once for each Catalyst in the army)
-2 each unit after the first
-1 each Warrior
-1 Rending Claws / Pair of Boneswords / Lash whip & Bonesword / Toxin Sacs (only count this penalty once for each Tyranid Warrior Brood)
-1 each Lash Whip after the fifth
-3 Mycetic Spore

Genestealer Brood
-2 each unit of Genestealers
-1 each broodlord
-3 Mycetic Spore

Termagaunt Brood
-2 each unit
-2 Mycetic Spore

Hormagaunt Brood
-1 each 10th model per unit
-1 Adrenal Glands / Toxin Sacs (only count this penalty once for each Hormagaunt Brood)
-2 Mycetic Spore

Ripper Swarm Brood
+3 every 5th model in the army

Fast Attack

Tyranid Shrike Brood
-1 each Tyranid Shrike
-1 Toxin Sacs (only count this penalty once for each Tyranid Shrike Brood)

Ravener Brood
-1 each Ravener

Sky-Slascher Swarm Brood
+2 every 5th model in the army

Gargoyle Brood
-1 every 10 (or part of 10) models in a Brood

Harpy
-3 each Harpy
-1 Heavy Venom Cannon

Spore Mine Cluster
-1 every 3rd Spore Mine

Heavy Support

Carnifex Brood
+1 each Carnifex
-1 each Twin-Linked Devourer / Venom Cannon / Stranglethorn Cannon
-3 Mycetic Spore

-5 Old one eye

Biovore Brood
-1 each Biovore

Trygon
-3 each Trygon (-4 if Trygon Prime)
-2 Regeneration

Mawlock
-2 each Mawlock
-2 Regeneration

Tyrannofex
-2 each Tyrannofex
-2 Regeneration
-2 Rupture Cannon

Monstrous Creatures
(including Tyrant Guards, not including Mycetic Spores)

-1 Each wound on monstrous creatures after 4
-2 Each wound on monstrous creatures after 20

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 2nd and 3rd Penitent Engine

Vehicles

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

Valkyrie
-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, a squadron of Armoured Sentinels counts as one vehicle, other Sentinels and Cyclops does not count)
-1 each of vehicle 4-5
-2 each of vehicle 6-7
-3 each additional vehicle