

# Swedish Comp 40K V1.0

## Usage

The Swedish Comp 40K can be used in a variety of ways, here are some examples;

### Example 1: Threshold.

The Tournament Organiser sets a limit for what is allowed in the tournament, for example only armies with a maximum of 5 Comp penalties is allowed to participate.

### Example 2: Active Comp.

When fighting a tournament game, players compare their Comp penalty in each game. The player with the larger penalty get to subtract the difference from his/hers points earned in the game and the player with the lower penalty get to add the same number to his points earned in the game.

### Example 3: Comp Discount.

When building the army the player deduct a certain fixed number set by the TO from the Comp in the list when calculating the army total Comp, i.e all armies have -2 in Comp, and by that allowing each player to include 2 Comp-free choices before any penalties are applied that have effect on the points in the tournament.

## Clarifications

**You start with 0 (zero) in Comp**, then you add any penalties that is mentioned below; add up all the penalties to get your Comp score (and deduct if there is any Comp Discount) for your army including Comp gained from an allied detachment.

### Calculating units for Comp limits

**When calculating how many units of a certain type that you have towards a Comp limit count all the units of that type in the whole army**, for example if the primary detachment includes one Land Raider and the allied detachment includes one the army total is two and should thereby get Comp as having 2 Land Raiders.

### Allies

When calculating the Comp from an allied detachment use their main list of Comp penalties for that specific Codex, and in some cases there are some additions (presented under each Codex – Used as Allies), and add all up together with the Comp from your Primary detachment to get your final Comp score.

### Supplements

All supplements counts as their parent codex with regards to Comp penalties and restrictions. In addition if you choose to ally the same codex to itself, a supplement to its parent codex, or vice versa, then the comp penalties and restrictions are applied to the army as a whole, not each individual detachment.

### Formations

When using a formation in your army from the same codex as your primary detachment, count the comp as if the formation was part of your primary detachment. If using a formation that is not from the same codex as your primary detachment, use the comp for an allied detachment from that codex.

## Content

The Comp document is divided into the main document and then appendices to cover Escalation, Apocalypse and Imperial Armour etc. It's up to the Tournament Organiser to choose which of these that are allowed at his/her tournament, for example; the tournament uses the Swedish Comp 40k with Appendix 1 & 2.

When using a formation in your army, use the parent codex for checking your army's Comp. For Example, Tau Firebase Support Cadre uses the Comp for Tau. These units are added to the army total, e.g. a Riptide in the primary detachment and a Riptide in the formation is 2 Riptides in the list for Tau Comp penalties.

This main document includes all the Army Codices released and the following:

**Included - Supplements**

- Black Legion - A Codex: Chaos Space Marines Supplement
- Clan Raukaan - A Codex: Space Marines Supplement
- Crimson Slaughter - A Codex: Chaos Space Marines Supplement
- Death from the Skies
- Farsight Enclaves – A Codex: Tau Empire Supplement
- Iyanden – A Codex: Eldar Supplement
- Legion of the Damned
- Sentinels of Terra - A Codex: Space Marines Supplement

**Included - Dataslates**

- Adeptus Astartes Storm wing – See Space Marines for Comp
- Be'lakor
- Cypher
- Eldar Ghost Warriors
- Exalted Flamer of Tzeentch
- Helbrutes
- Tau Firebase Support Cadre
- Tyranid Vanguard Rising Leviathan I
- Tyranid Vanguard Rising Leviathan II
- Tyranid Vanguard Rising Leviathan III
- Tyrannic War Veterans – See Space Marines for Comp

**Excluded**

In this document the following books are excluded;

- Imperial Armour
- Stronghold Assault
- Escalation
- Imperial Knights

Those are instead to be found in the following Appendices;

- Appendix 1 – Super Heavies & Gargantuan Creatures
- Appendix 2 – Stronghold assault
- Appendix 3 – Imperial Armour (without Super Heavies & Gargantuan Creatures)

## **ALL ARMIES - Fortifications**

- 1 Aegis Defence line
- 1 Skyshield landing pad

## **ADEPTA SORORITAS**

- 1 Each Exorcist after the second
- 1 3<sup>rd</sup> Unit of Dominions
- 1 9<sup>th</sup> Vehicle, excluding drop pods and Pentinent Engines

### **ADEPTA SORORITAS - USED AS ALLIES**

- All penalties from primary above apply plus the following:
- 1 Each Ministorum Priest (only if Battle Brothers allies and they don't have their own Ministorum priest)

## **ASTRA MILITARUM**

- 1 Each Infantry platoon with more than 3 infantry squads. (Only if a Senior Officer in army)
- 1 First character with ATSKNF, Fearless or Zealot special rules. (Only if there is an Infantry Platoon with more than 3 infantry squads)
- 1 First Psyker (only own or Battle brother ally) with access to Divination in army. (Only if there is an Infantry Platoon with more than 3 infantry squads)
- 1 Every second source with access to Divination spells (only count units from own Detachment and Battle brother detachment)
- 1 First unit of more than 30 conscripts (Only if a Ministorum Priest in army)
- 1 More than 100 infantry models in army (Only if Yarrick or 2 or more ATSKNF/Fearless characters able to join AM squads in the army)
- 1 Each Vendetta after the first (from the first if another Flyer in the army)
- 1 Each Valkyrie after the first
- 1 Each squadron of more than 1 Wyvern
- 1 Each Manticore after the first
- 1 2<sup>nd</sup> Deathstrike
- 1 First squadron of Leman Russ containing at least 2 Punishers (only if Divination can be used upon them). Ignore this if AM is taken as allies
- 1 4<sup>th</sup> Leman Russ model and an additional 1 for every 2 thereafter (6<sup>th</sup>, 8<sup>th</sup>...)
- 1 9<sup>th</sup> Vehicle, and additional 1 for the 13<sup>th</sup> (each squadron of Scout/Armoured Sentinels counts as 1 vehicle).

### **ASTRA MILITARUM - USED AS ALLIES**

- All penalties from primary above apply plus the following:
- 1 First model/unit of; Primaris Psyker/Wyrdvane Psykers (Only if Battle Brother allies without access to comp-free Divination)
- 1 Each Ministorum priest (Only if Battle Brothers allies and they don't have their own Ministorum priest)
- 1 First Manticore
- 1 Leman Russ squadron (Only if it includes more than one model)

## **BLOOD ANGELS**

- 1 Mephiston (only if there is a StormRaven in the detachment)
- 1 Corbulo (only if 10 Terminators in a unit)
- 1 6<sup>th</sup> Vehicle with Front armour value 13 or better (not counting Dreadnoughts)
- 1 First StormRaven (only if another Flyer in the army)

- 2 Each StormRaven after the first
- 1 Each Land Raider after the first
- 1 9<sup>th</sup> Vehicle, excluding drop pods
- 1 5<sup>th</sup> drop pod, additional 1 for the 7<sup>th</sup> and the 9<sup>th</sup>. Count each drop pod able to carry 3 or more special/combi-weapons as 2 drop pods (don't count close combat weapons or weapons carried by IC)

### **BLOOD ANGELS – USED AS ALLIES**

- All penalties from primary above apply plus the following:
- 1 First Storm Raven
- Every secondary detachment drop pod counts as two when summarizing for the drop pod penalty regardless of content.

### **CHAOS DAEMONS**

- 1 Every 4<sup>th</sup> mastery level on Flying Monstrous Creature
- 1 Each Flying Monstrous Creature after the 1st (including the first if Belakor is in the army)
- 1 Each unit of Screamer after the first
- 1 4<sup>th</sup> unit of Cavalry/Jetpack Cavalry/Jetbikes/Beasts
- 1 2<sup>nd</sup> Exalted Reward (First if army includes a Flying Monstrous Creature)
- 1 Each Herald of Tzeentch/Lord of Change/Fateweaver if army includes Screamer & Exalted Reward
- 1 Each unit of Flesh Hounds after the first
- 1 Each Soul Grinder after the second
- 1 Each unit of Seekers after the first.
- 1 Each Herald of Tzeentch with exalted locus after the 2<sup>nd</sup>

### **CHAOS DAEMONS - USED AS ALLIES**

- All penalties from primary above apply plus the following:
- 1 Each Flying Monstrous Creature (unless it already costs 1 Comp)
- 1 Each Herald of Tzeentch with mastery level 3 or Lord of Change allied to an army which is Battle brother and do not have access to Divination

### **CHAOS SPACE MARINES**

- 1 Be'lakor
- 1 First Heldrake
- 2 Each Heldrake after the first
- 1 Daemon Prince with Wings and Black Mace
- 1 Each Flying Monstrous Creature after the first
- 1 Each unit of Chaos spawns after the first (including the first if access to more than 3 telepathy psychic powers)
- 1 9<sup>th</sup> Vehicle
- 1 101<sup>st</sup> Plague zombie
- 1 4<sup>th</sup> Obliterator model and every 2<sup>nd</sup> thereafter (6<sup>th</sup>, 8<sup>th</sup> etc), do not count the first two that doesn't have Mark of Nurgle
- 1 Each Land Raider after the second

#### **- Black Legion**

- 1 Last memory of the Yuranthos on a Flying Monstrous Creature

### **CHAOS SPACE MARINES - USED AS ALLIES**

- All penalties from primary above apply plus the following:
- 1 Obliterators (only if mark of Nurgle)
- 1 Flying Monstrous Creature (unless it already costs 1 Comp)

## **DARK ANGELS**

- 1 Sacred Banner of Devastation
- 1 21<sup>st</sup> scoring model with unit type bike and additional 1 for every 10 thereafter (31st, 41st etc.)\*
- 1 Every 6<sup>th</sup> model with Plasma talon/Ravenwing grenade launcher
- 1 9<sup>th</sup> separate unit of Bikes/Attack bike taken as troops (1 bike unit + 1 attack bike = 2 units)
- 1 Darkshroud (only if more than 10 models with unit type bike and Skilled rider)
- 1 Each Land Raider after the first
- 1 9<sup>th</sup> Vehicle, excluding drop pods
- 1 5<sup>th</sup> drop pod, additional 1 for the 7<sup>th</sup> and the 9<sup>th</sup>. Count each pod able to carry 3 or more special/combi-weapons as 2 drop pods (don't count close combat weapons or weapons carried by IC)
- \*Including all bikes in the army, only count once for both primary and allied detachment

### **DARK ANGELS - USED AS ALLIES**

- All penalties from primary above apply plus the following:
- 1 First unit including a Ravenwing grenade launcher
- Every secondary detachment drop pod counts as two when summarizing for the drop pod penalty regardless of content.

## **DARK ELДАР**

- 1 Baron Sathonyx (if Battle brother detachment is used in the armylist)\*
- 1 Beastpack (if Battle brother detachment is used in the armylist)\*
- 1 9<sup>th</sup> Vehicle, additional 1 for the 13<sup>th</sup>
- 1 4<sup>th</sup> Venom
- 1 6<sup>th</sup> Nightshield
- 1 3<sup>rd</sup> Ravager
- \* note that this includes Dark Eldar used as secondary detachment.

### **DARK ELДАР - USED AS ALLIES**

- All penalties from primary above apply plus the following:
- 1 3<sup>rd</sup> Venom

## **ELДАР**

- 1 Each Farseer (count Eldrad as a Farseer)
- 1 4<sup>th</sup> Vehicle with Front armour value 12
- 1 5<sup>th</sup> Eldar Vehicle and every 3<sup>rd</sup> thereafter with Front armour value 10
- 1 Each 3<sup>rd</sup> Warlock On jetbike
- 1 Each unit of Windrider jetbikes after the second
- 1 The 7<sup>th</sup> Warpspider, additional 1 for every 5<sup>th</sup> thereafter
- 1 Each Wave serpent after the first
- 1 Each Wraithknight (additional 1 on the second)
- 1 Second unit with Shadow Weavers
- 1 9<sup>th</sup> Vehicle, excluding drop pods

### **ELДАР - USED AS ALLIES**

- All penalties from primary above apply plus the following:
- 1 Warpspiders
- 1 Each unit of Windrider jetbikes

## GREY KNIGHTS

- 1 Coteaz
- 1 Draigo (only if there is a unit of 10 Paladins in the army)
- 1 Each Dreadnought with Psybolt ammunition after the second (if armed with two twin-linked autocannons)
- 1 Each unit that contains 7 or more death cult assassins/crusaders (only if an Assault Vehicle in the detachment)
- 1 Each Dreadknight after the first (only count Dreadknights with personal teleporter)
- 1 Each unit with 5 or more Paladins (only if Grand strategy in the army)
- 1 8<sup>th</sup> Vehicle , excluding drop pods
- 1 Each Land Raider after the first
- 1 First Storm Raven
- 2 Each Storm Raven after the first

### GREY KNIGHTS - USED AS ALLIES

- All penalties from primary above apply plus the following:
- 1 First Dreadnought with Psybolt ammunition (only if armed with two twin-linked autocannons)

## INQUISITION

- 1 Coteaz
- 1 Each Land Raider after the first
- 1 Each Valkyrie after the first
- 1 4<sup>th</sup> Chimera with Psybolt ammunition
- 1 Each unit that contains 10 or more Death Cult Assassins/Crusaders/Ministorum Priests (if an Assault Vehicle in the detachment)
- 1 9<sup>th</sup> Vehicle, excluding drop pods

### INQUISITION - USED AS ALLIES

- All penalties from primary above apply plus the following:
- 1 More than 1 servo skull
- 1 Each Inquisitor with one or both of;
  - Psyker upgrade (only if Primary/Secondary Detachment Codex doesn't have access to Divination powers (note: Only Ultra marines in Space marines))
  - Rad/Psychotroke grenades (Only if Battle brother with any detachment)

## MILITARUM TEMPESTUS

- 1 Each Valkyrie after the first
- 1 9th Vehicle

### MILITARUM TEMPESTUS - USED AS ALLIES

- All penalties from primary above apply plus the following:
- No additions

## NECRONS

- 1 Imhotekh the Storm lord
- 1 Any second of the following: Solarpulse, Chronometeron, Voltaic staff (only if taken in different courts) and Abyssal staff (only if taken in different courts). This comp can only be applied once per detachment.
- 1 Each Night Scythe
- 1 Each Doom Scythe (excluding the first if no other Flyers in the army)
- 1 Each Mind Shackle Scarabs after the first (including the first if any taken on a Destroyer lord)
- 1 Each Annihilation barge after the first
- 1 Each unit of Wraiths after the first (including the first if there is a Destroyer Lord in the army)
- 1 Each unit of Canoptek Scarabs after the first
- 1 Each unit of Canoptek Spyders after the first
- 1 4<sup>th</sup> Vehicle with Quantum shielding (do not count Doomsday Ark)
- 1 6<sup>th</sup> Vehicle with Quantum shielding (do not count Doomsday Ark)
- 1 9<sup>th</sup> Vehicle, excluding drop pods

### NECRONS - USED AS ALLIES

- All penalties from primary above apply plus the following:
- 1 First Annihilation barge

## ORKS

- 1 121<sup>st</sup> Boyz model (including Boyz Nob)
- 1 20<sup>th</sup> Loota model
- 1 3<sup>rd</sup> Battlewagon and additional 1 for every 2 thereafter (5<sup>th</sup>, 7<sup>th</sup> etc.)
- 1 Every 8<sup>th</sup> model in mega armor (count Ghazghkul as 3 models) **with\*** a transport in the army
- 1 Each Dakkajet after the second
- 1 9<sup>th</sup> Vehicle , do not count Killa-kans and do not count the first 3 warbuggies/trakks
- 1 First unit with 7 or more Nob Bikers (only if there is a Warboss on bike in the army)
- 1 Second unit with 7 or more Nob Bikers (only if there is two Warbosses on bike in the army)

### ORKS - USED AS ALLIES

- All penalties from primary above apply plus the following:
- 1 unit of Lootas

***\*With** - An option is only penalized if it during deployment is possible to combine the elements in such way that they meet the penalization requirements. For example: If a unit is penalized for being able to ride in a transport vehicle, taking two of these units and a single transport does not generate penalties for the second unit since it is not able to ride in the transport vehicle at the time of deployment. Likewise, if both units are too big to ride in said transport vehicle neither of them are penalized.*

## SPACE MARINES

- 1 Tigurius
- 1 First Stormraven
- 2 Each Storm Raven after the first
- 1 Each unit of Centurion Devastators (ignore first unit without Gravcannons)
- 1 Each Stormtalon after the first (including the first if more than one Flyer in the army)
- 1 Each Thunderfire Cannon after the first
- 1 21<sup>st</sup> scoring model with unit type bike and additional 1 for every 10 thereafter (31<sup>st</sup>, 41<sup>st</sup> etc.)\*
- 1 Every 5<sup>th</sup> model with unit type bike with Gravgun\*
- 1 3<sup>rd</sup> unit of bikes in a White scars detachment (2<sup>nd</sup> if Khan is the warlord)
- 1 4<sup>th</sup> Dedicated transport vehicle in the army that is able to scout
- 1 Each Chapter master / Captain with unit type bike and 2+ save and 3+ invulnerable save

1 Each Land Raider after the first

1 5<sup>th</sup> drop pod, additional 1 for the 7<sup>th</sup> and the 9<sup>th</sup>. Count each pod able to carry 3 or more special/combi-weapons as 2 (don't count close combat weapons or weapons carried by an IC)

1 9<sup>th</sup> Vehicle, excluding drop pods

1 Bastion (only if Independent Character with Scout special rule )

\*Including all bikes in the army, only count once for both primary and allied detachment

#### **- Clan Rauukan**

Gorgons belt is counted as a 3+ invulnerable save (see Space Marines above)

### **SPACE MARINES - USED AS ALLIES**

- All penalties from primary above apply plus the following:

1 First unit of Bikes (only if scoring)

1 First Thunderfire Cannon

Each secondary detachment drop pod counts as two when summarizing for the drop pod penalty regardless of content.

### **SPACE WOLVES**

1 Each rune priest after the first, Njal is counted as a rune priest.

1 3<sup>rd</sup> Lonewolf in Terminator armour

1 9<sup>th</sup> Vehicle , excluding drop pods

1 Each Land Raider after the first

1 5<sup>th</sup> drop pod, additional 1 for the 7<sup>th</sup> and the 9<sup>th</sup>. Count each drop pod able to carry a Wolfguard squad as 2 drop pods. Count each Rune priest chosen with Jaws OTWW and is able to deploy in a drop pod as 2 pods.

### **SPACE WOLVES - USED AS ALLIES**

- All penalties from primary above apply plus the following:

Every secondary detachment drop pod counts as two when summarizing for the drop pod penalty regardless of content.

### **TAU**

1 Ethereal

1 Commander Shadowsun

1 If one or more in the army: Purity engram or Multi-Spectrum Suit

1 Drone controller on commander if markerdrones in army

1 5<sup>th</sup> Broadside suit, additional 1 for every 3<sup>rd</sup> thereafter (count each with High Yield Missile Pod as 2 suits and every 3<sup>rd</sup> missile drone as 1 suit)

1 Each Riptide (additional 1 on the second)

1 4<sup>th</sup> Crisis Bodyguard, additional 1 for the 6<sup>th</sup>

1 11<sup>th</sup> Markerlight

1 3<sup>rd</sup> Vehicle with Front armour 13

1 9<sup>th</sup> Vehicle, excluding drop pods

#### **- Farsight Enclave**

Count all Characters as the suits they are using (e.g. Oh'Vesa = Riptide)

1 Each unit of scoring Crisis suits after the second.

### **TAU - USED AS ALLIES**

- All penalties from primary above apply plus the following:

1 Unit of Broadside

1 4<sup>th</sup> Piranha



## **TYRANIDS**

1 Skyblight Formation, and additional 1 if there are more than 40 Gargoyle models in total in the formation

1 First unit of Venomthropes

1 Each Flying Hive Tyrant after the first

1 Each Hive Crone after the second (after the first if there is a Flying Hive Tyrant)

1 Each Harpy after the second

1 100<sup>th</sup> model of Termagants/Hormagaunts/Gargoyles, count each Tervigon/Venomthrope model as 10.

1 2<sup>nd</sup> Mawloc

1 4<sup>th</sup> Biovore

1 6<sup>th</sup> Monstrous Creature / Flying Monstrous Creature. And additional 1 for every 2 thereafter. (Do not count Haruspexes)