

**RT
Kompmall
v5.2**

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Notice

All armies starts at 100 KP if not otherwise stated in the specific army entry.

1 Black Templars

A Black Templars army starts at 105 KP rather than 100.

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 Iron Halo
- 1 Artificier Armour
- 3 Adamantine Mantle

Emperors Champion

- 3 Emperors Champion
- 10 Accept any challenge, no matter the odds
- 5 Suffer not the unclean to live

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

- 5 Apothecary
- 2 Lascannon / Plasma Cannon
- 1 All other heavy weapons
- 2 Furious Charge / Infiltrate / Counter-attack
- 1 Combiweapon / Plasma gun / Meltagun / Flamer
- 1 Power Weapon
- 3 Power Fist
- 5 Chapter Banner
- 2 Fighting Company Banner / Holy Relic

- 5 **Helbrecht**
- 10 **Grimaldus**

Sword Bretheren

- 2 Lascannon / Plasma Cannon
- 1 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

Dreadnoughts

- 5 per Dreadnought
- 3 Drop Pod

Troops**Crusader Squad**

- 2 each Crusader Squad
- 2 Lascannon / Plasma Cannon
- 1 Power Weapon
- 2 Power Fist

Fast Attack**Land Speeder Squadron**

- 2 per squadron
- 1 each Heavy Bolter / Assault Cannon
- 2 each Multi-Melta / Typhoon Missile Launcher

Attack Bike

- 2 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 each Power Weapon
- 2 each Power Fist / Storm Shield

Heavy Support**Vindicator**

- 5 first Vindicator
- 10 each additional Vindicator

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

- 10 first Land Raider
- 15 each additional Land Raider

Predator

- 5 first Predator
- 10 each additional Predator

Transports**Rhino/Razorback**

- 3 each of the first three Rhino / Razorback
- 5 each additional Rhino / Razorback
- 2 each Twin-linked Multi-Melta
- 1 each Twin-linked Heavy Bolter

2 Blood Angels

An Blood Angels army starts at 110 KP rather than 100.

HQ

Captain

- 1 each Power Weapon / Lightning Claw
- 3 Power Fist / Thunder Hammer
- 1 Storm Shield (-3 if combined with Power Fist)
- 3 Bike / Jump pack

Honour Guard

- 5 each Exsanguinator

Chaplain

- 2 each Chaplain
- 3 Jump pack

Librarian

- 2 each Librarian
- 3 Bike

-10 Lemartes

-10 Lord Commander Dante

-15 Mephiston

-10 Corbulo

Elites

Terminators

- 5 Up to 2 Thunder Hammers
- 10 More than 2 Thunder Hammers
- 5 each unit with Thunder Hammers / Lightning Claws that is able to embark in a Land Raider (only count this penalty once for each unit of Terminators "with" an Land Raider)

Dreadnoughts

- 5 per Dreadnought
- +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
- 2 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 / Plasma Cannon
- 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

Fast Attack

Land Speeder Squadron

- 2 per squadron
- 1 each Heavy Bolter / Assault Cannon
- 2 each Multi-Melta / Typhoon Missile Launcher

Attack Bike

- 2 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

- 2 each Lascannon / Plasma Cannon
- 1 each of all other heavy weapons

Vindicator / Whirlwind

- 5 first Vindicator / Whirlwind
- 10 each additional Vindicator / Whirlwind

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

- 10 first Land Raider
- 15 each additional Land Raider

Elites

Bloodcrushers

- 3 each Bloodcrusher
- 2 Icon

Beasts of Nurgle

- 2 each Beast of Nurgle

Flamers of Tzeentch

- 5 each unit of Flamers

Fiends of Slaanesh

- 2 each Fiend of Slaanesh
- 2 Icon

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
- 7 Changeling
- 2 Icon

Daemonettes

-2 each unit of Daemonettes

-2 Icon

Fast Attack**Flesh Hounds**

-2 each unit of Flesh Hounds

Seekers

-2 each unit of Seekers

Heavycr

4 Chaos Space Marines

HQ

Daemon Prince

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

Sorcerer

- 1 each Sorcerer
- 2 Warptime / Bolt of Change / Wind of Chaos
- 25 Lash of Submission
- 3 Bike / Wings / Jump pack

Chaos Lord

- 1 Power Weapon
- 2 Pair of Lightning Claws
- 3 Daemon Weapon (-2 if Mark of Slaanesh or Mark of Tzeentch) / Power Fist
- 2 Jump Pack
- 3 Bike / Wings / Steed of Slaanesh
- 1 Mark of Khorne

Greater Daemon

- 5 each Greater Daemon
- 15 **Abaddon the Despoiler** (-20 if a Land Raider is present in the army)
- 10 **Typhus**
- 10 **Ahriman**
- 4 **Huron Blackheart**

-7 Khârn

Elites

Posessed

+5 1st unit of Posessed

Dreadnought

-3 first Dreadnought

-6 each additional Dreadnought

+1 first Dreadnought without 2 Dreadnought Close Combat Weapons

Terminators

-3 each unit of Terminators

-1 each Combiweapon / Power Fist / Chainfist / Pair of Lightning Claws
after the third (in total and all combinations)

Chosen

-2 Lascannon

-1 All other Heavy Weapons

-1 each Plasma Gun / Meltagun / Flamer / Combiweapon

-1 Power Weapon

-3 Powerfist

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

Troops

Chaos Space Marines

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

- 7 each unit of Plague Marines
- 1 each Plasma Gun / Meltagun / Flamer / Combiweapon
- 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

+5 2nd Spawn

Chaos Bikers

-1 each Plasma Gun / Meltagun / Flamer / Combiweapon

-1 Power Weapon

-3 Powerfist

-2 Icon of Nurgle

Raptors

-1 each Plasma Gun / Meltagun / Flamer / Combiweapon

-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)

-8 first Land Raider

-13 each additional Land Raider

-1 Dozer blade

Defiler

-2 first Defiler

-5 each additional Defiler

-1 each Dreadnought Close Combat Weapon (in total)

Vindicator

-5 first Vindicator

-10 each additional Vindicator

Obliterators

- 5 each of the first three Obliterator
- 10 each additional Obliterator

Havocs

- 2 each Lascannon
- 1 each other Heavy Weapon
- 1 each Flamer / Meltagun / Plasmagun after the second
- 1 Power Weapon
- 3 Powerfist
- 1 Icon of Khorne

Predator

- 5 each of the first two Predator
- 10 each additional Predator

Transports**Rhino**

- 3 each of the first three Rhino
- 5 each additional Rhino

5 Daemonhunters

A Daemonhunter army starts at 115 KP rather than 100.

Allied and inducted units use the composition entry for their respective Codex, except when calculating penalties for Dedicated Transports.

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

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

Inquisitor's Retinue (HQ or Elite)

- 1 each Plasmagun / Meltagun / Flamer
- 2 each Multi-melta / Heavy Bolter / Plasmacannon
- 1 each Sage / Combat Servitor

-4 Brother Captain Stern

Elites

Grey Knight Terminators

- 5 up to 2 Thunder Hammers
- 10 more than 2 Thunder Hammers
- 1 each Psycannon / Incinerator
- 5 each unit that is able to embark in a Land Raider (only count this penalty once for each unit of Terminators 'with' an Land Raider)

Death Cult Assassins

- +2 each Death Cult Assassin after the first

Inquisitor

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

-3 Vindicare Temple Assassin

-10 Eversor Temple Assassin

-10 Callidus Temple Assassin

Troops

Grey Knights

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

Storm Troopers

- 1 each 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

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

Orbital Strike

-3 Lance Strike
-2 Melta Torpedo
-1 Barrage Bomb

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

-10 first Land Raider
-15 each additional Land Raider

Grey Knights Dreadnoughts

-5 per Dreadnought

Dedicated Transports

Rhino / Razorback / Chimera

- 3 each of the first three Rhino / Razorback / Chimera
- 5 each additional Rhino / Razorback / Chimera
- 2 each twin-linked Multi-Melta
- 1 each twin-linked Heavy Bolter

Valkyrie

- 5 each of the first two Valkyries
- 10 each additional Valkyrie

6 Dark Angels

A Dark Angels army starts at 110 KP rather than 100.

HQ

Company Master

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

Command Squad

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

Interrogator-Chaplain

- 3 each Interrogator-Chaplain
- 3 Bike / Jump pack
- 2 Power Fist

Chaplain

- 2 each Chaplain
- 3 Bike / Jump pack

Librarian

- 2 each Librarian
- 3 Bike / Jump pack

-10 **Azrael**

-5 Ezekiel**Belial**

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

Sammael

- 10 Sammael on Jetbike
- 15 Sammel on Land Speeder

Elites**Deathwing Terminators** (Elites or Troops)

- 5 Up to 2 Thunder Hammers
- 10 more than 2 Thunder Hammers
- 2 Deathwing Company Standard
- 5 Apothecary
- 5 each unit with more than 2 Thunder Hammers / Lightning Claws that is able to embark in a Land Raider (only count this penalty once for each unit of Terminators 'with' an Land Raider)

Dreadnoughts

- 5 per Dreadnought
- 3 Drop Pod

Company Veteran Squad

- 3 each Lascannon / Plasma Cannon
- 1 each of all other heavy weapons
- 1 each Combiweapon / Plasma Gun / Meltagun / Flamer
- 3 each Storm Shield
- 1 each Power Weapon / Lightning Claw
- 3 each Power Fist / Thunder Hammer
- 3 Drop Pod

Scout Squad

- 2 Power Fist
- 1 Power Weapon
- 1 heavy Bolter / Missile Launcher

Troops**Tactical Squad**

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

Fast Attack**Ravenwing Support Squadron**

- 2 per squadron
- 1 each Heavy Bolter / Assault Cannon
- 2 each Multi-Melta / Typhoon Missile Launcher

Ravenwing Attack Squadron

- 3 If taken as Troops (due to Sammael)
- 1 each Plasma Gun / Meltagun / Flamer
- 1 Attack Bike
- 1 Power Weapon
- 3 Power Fist
- 2 Ravenwing Company Standard
- 1 Land Speeder
- 5 Apothecary

Assault Marines

- 1 power Weapon
- 3 power Fist

Heavy Support

Devastator squad -2 each Lascannon / Plasma Cannon
-1 each of all other heavy weapons

Vindicator / Whirlwind

-5 first Vindicator / Whirlwind
-10 each additional Vindicator / Whirlwind

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

-10 first Land Raider
-15 each additional Land Raider

Predator

-5 first Predator
-10 each additional Predator

Transports

Rhino / Razorback

-3 each of the first three Rhino / Razorback
-5 each additional Rhino / Razorback
-2 each Twin-linked Multi-Melta
-1 each Twin-linked Heavy Bolter

7 Dark Eldar

A Dark Eldar army starts at 115 KP rather than 100.

HQ

Dark Eldar Lord / Dark Eldar Wych Lord

- 1 Power Weapon / Posioned Blades
- 3 Agoniser / Punisher
- 5 Combat Drugs
- 3 Reaper Jetbike
- 3 Xenospasm / Terrorfex
- 5 Shadow Field

Haemonculus

- 3 Reaper Jetbike
- 3 Xenospasm / Terrorfex
- 1 Destructor / Stinger / Scissorhand
- 5 Lelith Hesperax
- 15 Asdrubael Vect

Retinue

- 3 if the Retinue contains of at lest 5 Incubi
- 1 Splinter Cannon
- 3 Xenospasm / Terrorfex

Wych Retinue

Same as Wyches

Elites

Mandrakes

- 2 each unit of Mandrakes

Wyches (Elites of Troops)

- 1 Power Weapon / Posioned Blades
- 2 Agoniser
- 3 Xenospasm / Terrorfex

Warp Beasts

- 2 each unit of Warp Beasts

Troops**Warrior Squad / Raider Squad** (Troops or Elites)

- 2 each Dark Lance
- 1 each Splinter Cannon / Shredder / Blaster
- 1 power Weapon / Posioned Blades
- 2 Agoniser
- 3 xenospasm / Terrorfex

Fast Attck**Reaver Jetbike Squad**

- 1 Shredder / Blaster
- 1 Power Weapon / Posioned Blades
- 2 agoniser
- 3 Xenospasm / Terrorfex

Hellions

- +5 first unit of Hellions (if squad number 5 or more)
- 1 Shredder / Blaster
- 1 power Weapon / Posioned Blades
- 2 Agoniser
- 3 Xenospasm / Terrorfex

Heavy Support

Talos

- 4 first Talos
- 6 each additional Talos

Scourges

- +5 first unit of Scourges

Ravager

- 5 each Ravager
- 3 Horrorfex
- 1 Night Field

Transports

Raider

- 3 each of the first and second Raider
- 5 each of the third and fourth Raider
- 10 each additional Raider
- 2 each Horrorfex
- 1 each Trophy Racks

8 Eldar

HQ

Avatar of Khaine

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

-25 Eldrad Ulthan

-5 Prince Yriel

-5 Asurmen

-5 Jain Zar

-5 Karandras

-5 Maugan Ra

-5 Fuegan

Farseer

-5 Doom

-5 Fortune

-3 jetbike

Autarch

-3 Jetbike

-1 Mandiblasters

-1 Power Weapon

-3 Laser Lance

Seer Council

-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

Striking Scorpions

- 3 scorpions Claw

Fire Dragons

- 3 each unit of Fire Dragons

Howling Banshees

- 3 each unit of Howling Banshees
- 2 Executioner / Mirror Swords

Troops

Guardians

- 3 Bright Lance
- 2 eldar Missile Launcher / Scatter Laser / Starcannon
- 1 Shuriken Cannon

Storm Guardians

- 1 each Flamer / Fusionsgun / Destructor

Guardian Jetbikes

- 2 each unit of Guardian Jetbikes
- 1 Shuriken Cannon

Rangers

- 1 each unit of Rangers
- 3 each unit of Pathfinder

Wraithguards

- 5 each unit of Wraithguard taken as a Troop choice

Dire Avengers

- 1 each unit of Dire Avengers
- 2 Power Weapon and Shimmershield
- 3 Bladestorm
- 1 Defend

Fast Attack**Swooping Hawks**

- +1 each Swooping Hawk
- 5 each Skyleap (including Baharroth)

Shining Spears

- +5 first unit of Shining Spears

Warp Spiders

- 2 each unit of Warp Spiders
- 2 Withdraw

Vyper Squadron

- 2 per squadron
- 1 each Bright Lance / Eldar Missile Launcher / Scatter Laser
- 0,5 each Starcannon / Shuriken Cannon

Heavy Support

War Walker Squadron

- 2 per squadron
- 1 each Bright Lance / Eldar Missile Launcher / Scatter Laser
- 0,5 each Starcannon / Shuriken Cannon

Falcon / Fire Prism

- 5 first Falcon / Fire Prism
- 10 each additional Falcon / Fire Prism
- 10 each Holo-field (-5 on the first Fire Prism)

Wraithlord

- 3 each Wraithlord
- 2 each Bright Lance / Eldar Missile Launcher / Scatter Laser
- 1 each Starcannon / Shuriken Cannon / Flamer / Wraithsword

Support Weapon Battery

- 3 each D-Cannon

Transports

- 5 each of the first two Wave Serpents
- 10 each additional Wave Serpent
- 1 each Bright Lance / Eldar Missile Launcher / Scatter Laser
- 0,5 each Starcannon / Shuriken Cannon

9 Imperial Guard

An Imperial Guard army starts at 105 KP rather than 100.

HQ

Company Command Squad

- 3 each Company Command Squad
- 2 Lascannon
- 1 all other Heavy Weapons (not including Sniper Rifle)
- 3 Medi-pack
- 5 Regimental Standard
- 4 Astropath
- 5 Master of Ordnance
- 8 Officer of the Fleet
- 2 each Power Fist
- 2 Camo cloaks

Lord Commissar

- 4 each Lord Commissar
- 2 Power Fist

Primaris Psyker

- 2 each Primaris Psyker

Ministorum Priest

- 1 Eviscerator

-10 Creed

-5 Straken

-10 Commissar Yarrick

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 / Grenade Launcher / Plasma Gun / Meltagun

-2 Guardsman Marbo

Ratling Squad

-2 each Ratling Squad

Quad Launcher

-2 each Quad Launcher

Heavy Mortar

-4 each of the first three Heavy Mortars

-8 each additional Heavy Mortar

Troops

Platoon Command Squad

-2 each Platoon Command Squad

-2 each Lascannon

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

-2 each 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)
-2 each Commissar

Heavy Weapons Squad

-2 each Heavy Weapon squad

Spacial Weapons Squad

-1 each Flamer / Grenade Launcher / Plasma Gun / Meltagun
-2 each Demolition Charge

Conscripts

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

Veteran Squad

-1 each Veteran Squad
-2 each Lascannon
-1 each Flamer / Grenade Launcher / Plasma Gun / Meltagun / Heavy Flamer
-2 each Power Fist
-1 Forward Sentries / Demolitions

-1 **Sergeant Bastonne**

Penal Legion Squad

-2 each Penal Legion Squad

Fast Attack**Scout / Armoured Sentinel Squadron**

-2 each Scout / Armoured Sentinel Squadron

-2 each Lascannon / Plasmacannon

-1 each Multi-laser / Missile Launcher / Autocannon / Hunter-killer Missile

Rough Rider Squad

-4 each Rough Rider Squad

-1 **Mogul Kamir**

Hellhound Squadron

-1 first Hellhound Squadron

-3 each additional 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

Cyclops

-2 each Cyclops

Heavy Support

Leman Russ Squadron

- 4 first Leman Russ Squadron
- 8 second Leman Russ Squadron
- 12 third Leman Russ Squadron
- 4 each Battle Tank / Vanquisher / Demolisher / Punisher / Executioner
- 2 each Eradicator

-2 knight Commander Pask

Hydra Flak Tank Battery

- 2 first Hydra Flak Tank Battery
- 5 each additional Hydra Flak Tank Battery
- 3 each Hydra

Ordnance Battery

- 2 first Ordnance Battery
- 5 each additional Ordnance Battery
- 3 each Basilisk / Medusa / Colossus
- 2 each Griffon
- 1 each Bastion-breacher Shells

Manticore Rocket Launcher

- 7 first Manticore
- 10 each additional Manticore

Deathstrike Missile Launcher

- 3 each Deathstrike

Dedicated Transports

Chimeras

-4 each of the first three Chimeras

-6 each additional Chimera

10 Necrons

A Necron army begins at 115 KP rather than 100.

HQ

-25 **Nightbringer**

-20 **The Deciever**

Necron Lord

-5 Destroyer Body

-10 Ressurrection Orb

-10 Veil of Darkness

Elites

Pariahs

+1 Each Pariah

Immortals

-1 each Immortal

Troops

Necron Warriors

-1 each unit of Necrons Warriors

Fast Attack

Destroyers

- 2 each Destroyer
- 5 second unit of Destroyers
- 10 third unit of Destroyers

Scarabs

- 1 each Scarab base after the third 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 Tomb Spyder

11 Orks

An Ork army starts at 105 KP rather than 100.

HQ

- 15 Ghazghkull Thraka
- 11 Wazdakka Gutsmek

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

Weirdboy

- +2 each Wierdboy (-4 if Warphead)

Elites

Lootas

- 1 each Loota model

Burna boyz

- 3 each unit of Burna boyz

Tankbustas

- +1 each Tankbusta model after the fifth
- 3 Powerklaw
- 1 Bosspole

Nobz

- 5 each unit taken as Troops
- 10 each Painboy
- 4 each of the first and second Power Claw
- 2 each additional Power Claw
- 4 each of the first five Nob Biker
- 6 each additional Nob Biker
- 3 Waaagh! Banner
- 1 first Bosspole

Meganobz

- 5 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
- 5 each unit of Meganobs that is able to embark in a transport (only count this penalty once or each unit of Meganobs "with" an transport)
- 3 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 if unit numbers 15-19 boyz (Ardboyz only get this penalty if the army contains at least one transport they can fit in)
- 2 if unit numbers 20-25 boyz (Ardboyz only get this penalty if the army contains at least one transport they can fit in)
- 3 if unit numbers 26-30 boyz (Ardboyz only get this penalty if the army contains at least one transport they can fit in)
- 3 Powerklaw
- 1 Bosspole
- 5 three units of 24 or more boyz
- 10 four units of 22 or more boyz
- 15 five units of 20 or more boyz
- 20 six units of 18 or more boyz

Gretchins

- 2 each unit of Gretchin
- +1 each Slaver after the first

Fast Attack

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

Stormboyz

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

-3 Powerklaw

-1 Bosspole

-5 **Boss Zagstruk**

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

-1 each Deff dread

-1 each Dreadnought Close Combat Weapon (in total)

Killa kans

-4 each Killa kan

-1 each Grotzooka

Big Gunz Battery

-2 each Big Gun Battery

Looted Wagon

-1 Boomgun

-2 Boarding plank

Flash Gitz

+5 fist unit of Flash Gitz

Transports

Trukks

- 4 each of the first three Trukks
- 6 each additional Tukk
- 1 each Reinforced ram

12 Space Marines

A Space Marine army starts at 105 KP rather than 100.

HQ

Chapter Master

- 2 each Chapter Master
- 1 each Power Weapon / Lightning Claw
- 3 Power Fist / Thunder Hammer / Relic Blade
- 1 Storm Shield (-3 if combined with Power Fist / Relic Blade)
- 3 Bike / Jump pack

Honour Guard

- +5 each Honour Guard unit

Captain

- 1 each Power Weapon / Lightning Claw
- 3 Power Fist / Thunder Hammer / Relic Blade
- 1 Storm Shield (-3 if combined with Power Fist / Relic Blade)
- 3 Bike / Jump pack

Command Squad

- 10 each Command Squad on Bikes
- 1 each Storm Shield
- 1 each Power Weapon / Lightning Claw
- 3 each Power Fist / Thunder Hammer / Relic Blade

Librarian

- 2 each Librarian
- 4 Gate of Infinity
- 2 Null Zone
- 3 Bike / Jump pack

Chaplain

- 2 each Chaplain
- 3 Bike / Jump pack

Master of the Forge

- 2 Conversion Beamer

-5 **Sicarius**

-5 **Cassius**

-15 **Khan**

-15 **Shrike**

-10 **Tigarius**

-15 **Lysander**

-6 **Kantor**

-15 **Calgar**

Vulkan

-6 Vulkan

-0.5 for each weapon (other than his own, including Combiweapons) Vulkan makes mastercrafted or twin-linked (round up)

-3 **Damocles Command Rhino**

Elites**Assault Terminators**

-5 up to 2 Thunder Hammers

-10 more than 2 Thunder Hammers

-5 each unit of Assault Terminators that is able to embark in a Land Raider (only count this penalty once for each unit of Terminators "with" an Land Raider)

A unit of 10 Terminators counts as two separate units

Terminators

-5 each unit of Terminators

A unit of 10 Terminators counts as two separate units

Dreadnoughts (Elite or Heavy Support)

-5 per Dreadnought

-3 Drop Pod

Sternguards

-3 each scoring unit of Sternguards

-2 Lascannon

-1 all other heavy weapons

-1 each Combiweapon / Plasma gun / Meltagun / Flamer

-3 Power Fist

-3 Drop Pod

Legion of the Damned

+5 each unit of Legion of the Damned

Troops**Tactical Squad**

-2 each Tactical Squad

-2 Lascannon / Plasma Cannon

-1 Combiweapon

-1 Power Weapon

-3 Power Fist

-3 Drop Pod

Scout Squad

- 1 each Scout Squad
- 1 Cammo Cloaks
- 2 Power Fist
- 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**

- 2 per squadron
- 1 each Heavy Bolter / Assault Cannon
- 2 each Multi-Melta / Typhoon Missile Launcher

Attack Bike

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

Bike Squadron

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

Scout Bike Squadron

- 1 Power Weapon
- 3 Power Fist
- 2 the unit has Cluster Mines
- 4 Locator Beacon

Assault Marines

- 1 Flamer
- 1 Power Weapon / Lightning Claw (each)
- 3 Power Fist / Thunder Hammer

Vanguards

- +5 each unit of Vanguards with Jump Packs
- 1 Power Weapon / Lightning Claw (each) / Relic Blade
- 3 Power Fist / Thunder Hammer

Heavy Support**Devastator squad**

- 2 each Lascannon / Plasma Cannon
- 1 each of all other heavy weapons

Vindicator / Whirlwind

- 5 first Vindicator / Whirlwind
- 10 each additional Vindicator / Whirlwind

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

- 10 first Land Raider
- 15 each additional Land Raider
- +5 first Redeemer

Predator

- 5 first Predator
- 10 each additional Predator

Thunderfire Cannon

- 3 per Thunderfire Cannon

Transports

Rhino / Razorback

-3 each of the firstoT12(0T5009(h(0T50537425(E)-3443(s)4.703i)-39091.51n3(s)4.703.2353(3

-3 e5483is

13 Space Wolves

A Space Wolves army starts at 105 KP rather than 100.

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

Wolf Lord / Wolf Guard Battle Leader

- 1 Power Weapon / Lightning Claw
- 2 Frost Blade / Pair of Lightning Claws
- 3 Power Fist / Thunder Hammer / Chainfist
- 3 Storm Shield
- 3 Bike
- 1 Belt of Russ
- 1 Runic Armour
- 1 Runic Charm
- 2 Assault Cannon / Cyclone Missile Launcher

Wolf Priest

- 2 each Wolf Priest
- 1 Frost Blade
- 3 Power Fist / Thunder Hammer / Chainfist
- 1 Storm Shield
- 3 Bike
- 1 Runic Armour
- 1 Runic Charm
- 10 Healing Potions and Balms

Rune Priest

- 2 each Rune Priest
- 1 Power Weapon / Lightning Claw / Rune Weapon
- 2 Frost Blade / Pair of Lightning Claws
- 3 Power Fist / Thunder Hammer / Chainfist
- 3 Storm Shield
- 3 Bike
- 1 Belt of Russ
- 1 Runic Armour
- 1 Runic Charm
- 2 Chooser of the Slain

Venerable Dreadnought (HQ or Elite)

- 10 Venerable Dreadnought
- 3 Drop Pod

Elites**Wolf Guard Bodyguard**

- 5 each unit of Wolf Guards with at least 50% of its models in Terminator Armour that is able to embark in a Land Raider (only count this penalty once for each unit of Terminators "with" an Land Raider)
- 5 each unit of Wolf Guard Bodyguards mounted on Bikes
- 2 each Storm Shield
- 1 each Runic Charm
- 1 each Power Weapon / Lightning Claw (+/-0 if on a Terminator)
- 2 each Power Fist / Thunder Hammer / Pair of Lightning Claws (-1 if on a Terminator)
- 1 each Assault Cannon
- 2 each Cyclone Missile Launcher

Dreadnoughts

- 5 per Dreadnought
- 3 Drop Pod

Wolf Scouts

- 5 first unit of Wolf Scouts
- 1 Combiweapon / Plasma Gun / Flamer
- 2 Meltagun
- 1 Power Weapon / Lightning Claw (each)
- 2 Pair of Lightning Claws
- 3 Power Fist / Thunder Hammer
- 2 Storm Shield

Iron Priest

- 3 each Iron Priest
- 5 Bike (only if without Thrall Bodyguard)
- 3 Storm Shield
- 1 Runic Charm

Troops**Grey Hunters**

- 1 each unit of Grey Hunters
- 1 each Power Weapon / Lightning Claw
- 2 each Power Fist / Thunder Hammer / Pair of Lightning Claws (-3 if on Wolf Guard Leader)
- 2 Storm Shield
- 3 Drop Pod

Blood Claws

- 2 each unit of Blood Claws
- 1 each Power Weapon / Lightning Claw
- 2 each Power Fist / Thunder Hammer / Pair of Lightning Claws (-3 if on Wolf Guard Leader)
- 2 Storm Shield

Fast Attack

Land Speeder Squadron

- 2 per squadron
- 1 each Heavy Bolter / Assault Cannon
- 2 each Multi-Melta / Typhoon Missile Launcher

Attack Bike

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

Blood Claw Bikers

- 1 Combiweapon / Plasma Gun / Meltagun / Flamer
- 1 each Power Weapon / Lightning Claw
- 2 each Power Fist / Thunder Hammer / Pair of Lightning Claws (-3 if on Wolf Guard Leader)
- 2 Storm Shield

Heavy Support

Long Fangs

- +5 first unit of Long Fangs
- 2 Lascannon / Plasma Cannon
- 1 All other heavy weapons

Vindicator / Whirlwind

- 5 first Vindicator / Whirlwind
- 10 each additional Vindicator / Whirlwind

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

- 10 first Land Raider
- 15 each additional Land Raider

Predator

-5 first Predator

-10 each additional Predator

Leman Russ Exterminator

-5 Leman Russ Exterminator

Transports**Rhino / Razorback**

-3 each of the first three Rhino / Razorback

-5 each additional Rhino / Razorback

-2 each Twin-linked Multi-Melta

-1 each Twin-linked Heavy Bolter

14 Tau

A Tau army begins at 105 KP rather than 100.

HQ

Commander

-2 each Shas'El

-3 each Shas'O

-5 Positional Relay

-2 each Missile Pod, Plasma Rifle

-1 each Flamer, Burst Cannon, Fusionblaster, Airbursting Fragmentation Projector, Iridium Armour, Stimulant Injectors, Targeting Array, Smart Missile System (Twin-linked weapons count as one weapon)

Commander Bodyguard

See Crisis Suit Entry

Ethereal

-2 each Ethereal

Shadowsun

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

-6 O'shova

Elites

Crisis Suits

-2 each Missile Pod, Plasma Rifle

-1 each Flamer, Burst Cannon, Fusionblaster, Airbursting Fragmentation Projector, Shield Generator, Shield Drone, Targeting Array (Twin-linked weapons still counts as one weapon)

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

Fast Attack

Gun Drones

-1 each unit of Gun Drones

Vespid Stingwings

+4 for each unit of >5 Vespids

Pathfinders

-3 each unit of Pathfinders

Tetra squadron

-3 each unit of Tetra

Piranha squadron

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

Heavy Support**Hammerhead**

- 5 each Hammerhead
- 1 Fusion Blaster
- 3 Railgun
- 1 SMS
- 4 Disruption Pod

Sky Ray

- 2 each Sky Ray
- 1 SMS
- 3 Disruption Pod

Broadsides

- 3 each Broadside model (-4 if with ASS)
- 1 each Shield Drone

Sniper Drones

- 2 first Sniper Drone Team

Transports**Devilfish**

- 3 each Devilfish
- 1 SMS
- 2 Disruption Pod

15 Tyranids

HQ

Hive Tyrant

- 3 each Hive Tyrant
- 5 each Wings / Psychic Scream
- 3 each Warp Field (if winged) / Extended Carapace
- 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 / Adrenal Glands - Ws / 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

Ravens

- 2 each unit of Ravens

Gargoyles

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

Heavy Support

Zoanthropes

- 5 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 Enhanced Senses / Regeneration / Bonded Exoskeleton / Twin-linked Devourer
- 2 each Reinforced Chitin / Extended Carapace / Venom Cannon / Barbed Strangler

16 Witch Hunters

Allied and inducted units use the composition entry for their respective Codex, except when calculating penalties for Dedicated Transports.

HQ

Adepta Sororitas Heroine

- 1 each Palatine
- 2 each Canoness
- 3 Jump Pack
- 1 Mantle of Ophelia (-2 if combined with Cloak of St. Aspira)
- 4 Cloak of St. Aspira
- 1 Power Weapon
- 2 Eviscerator / Blessed Weapon
- 5 Book of St. Lucius

Adepta Sororitas Heroine's Retinue

Same as Celestians

Inquisitor Lord

- +2 each Inquisitor Lord
- 2 Divine Pronouncement / Purgatus
- 1 Combiweapon
- 1 Power Weapon
- 2 Eviscerator

Inquisitors Retinue (HQ or Elite)

- 1 each Plasmagun / Meltagun / Flamer
- 2 each Multi-melta / Heavy Bolter / Plasmacannon
- 1 each Sage / Crusaider

Priests

- 2 each Eviscerator

-12 **St. Celestine**

Elites

Inquisitor

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

Arco Flaggelants

- +5 first unit of Arco Flaggelants

Sister Repentias

- +1 each Sister Repentia / Mistress

Celestians

- 1 each unit of Celestians
- 1 each Flamer / Meltagun / Heavy Flamer / Heavy Bolter / Multi-melta / Combiweapon
- 1 Power Weapon
- 2 Eviscerator
- 5 Book of St. Lucius

Death Cult Assassins

- +2 each Death Cult Assassin after the first

-3 **Vindicare Temple Assassin**

-10 **Eversor Temple Assassin**

-10 **Callidus Temple Assassin**

Troops

Battle Sisters Squad

- 2 each unit of Battle Sisters
- 1 Veteran Superior
- 1 Power Weapon
- 2 Eviscerator
- 5 Book of St. Lucius

Storm Troopers

- 1 each Plasma Gun / Meltagun / Flamer

Zealots

- 2 each unit of Zealots
- 2 each Eviscerator

Fast Attack

Seraphim Squad

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

Dominion Squad

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

Heavy Support

Retributor Squad

- 1 each Heavy Bolter
- 1 each Veteran Superior
- 5 Book of St. Lucius

Immolator

See Dedicated Transports

Exorcist

- 6 first Exorcist
- 12 each additional Exorcist

Orbital Strike

- 3 Lance Strike
- 2 Melta Torpedo

Transports

Rhino / Razorback / Repressor / Chimera / Immolator

- 3 each of the first three Rhino / Razorback / Repressor / Chimera / Immolator
- 5 each additional Rhino / Razorback / Repressor / Chimera / Immolator
- 2 each Twin-linked Multi-Melta
- 1 each Twin-linked Heavy Bolter

Valkyrie

- 5 first two Valkyries
- 10 each additional Valkyrie

Land Raider

- 10 first Land Raider
- 15 each additional Land Raider