



COMMUNITY COMP

Version: Community-Comp-20151202.doc



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How to use this document

Powerful units and combos will cost some number of comp credits, the more credits spent means the tougher the army.

Most point levels limit players to spending 20 credits. 20 is a lot and this shouldn't stop a player submitting a list with any given unit or army style they may wish to play with. It will only stifle the unreasonable army arrangements that shouldn't exist at comp events.

The Community Comp team recommend Tournament Organisers use the [Australian Warhammer 40k FAQ](#) as this is the FAQ we have used in determining Comp Scores.

Players shouldn't be afraid to spend a few credits on units they want to play. After all, in the comp tournaments everybody is used to players will effectively spend their comp score in the same way. Just without watching it happen like you do with Community Comp.

Get familiar with the Comp Scores tab. There you will find details on how many points your comp score will earn you in a tournament. With 20 credits to spend we suggest spending between 8 and 12 credits.

In the following sections you will find a set of Global rules which will apply to all armies built within this system and a set of rules pertaining to each Codex.

Games Workshop have produced a plethora of products and rules, not all of which we have processed. If a publication has been processed it will be mentioned in the relevant section, if not then it has not been processed and all options are not legal.

If a publication is not mentioned in its relevant section then please ask us about it on the [Community Comp Facebook Page](#). Link found in the Contact Us tab.

Some units will be subject to several rules at once.
Eg: Kairos Fateweaver

Pay a total of 6 credits

4 credits for Kairos

2 credits is for his Psyker mastery.

(Small Games pay 1 extra credit)

Pay 8 credits if the Grimoire of True Names cost was paid.

When this happens we will usually remind you but pay close attention because these factors may need to be counted for cumulative values.

Community Comp will use the following terms when referring to an army's points size. A **Standard Game** is any game 1,750 points or more. A **Small Game** is any game between 1,000 points and 1,499 points. A **Medium Game** is any game between 1,500 points and 1,749 points. The Community Comp Team recommend a 20 Credit Limit for Standard Games and a 16 Credit Limit for Small and Medium Games (as per the tables in the [Converting Your Credits to Comp Scores](#) section of this document)

Some units get stronger in **Small Games**, and as such you will find these units will have an additional set of credits or cumulative credits either added to their entry or replacing their entry for Small Games. This text will be printed in purple and have the words Small Games within the brackets.

Eg: (Small Games pay 5 instead)

Where a costing is based on the number of wounds on a model or in a unit we will have in brackets the number of wounds to make it as easy as possible to determine the credits, eg. Kastelan Robot (3) simply is referring to the fact that a Kastelan Robot has 3 wounds.



Converting Your Credits to Comp Scores

For Events/Tournaments that allocate a Composition Score to their Tournament Points, the Community Comp Team suggest that the Composition Score be approx. 50% of the number of Tournament Points allocated to the Battle component. There are 2 tables below, the 1st table labelled as a '**Standard Game**' in a 20 Credit Limit Tournament, where battle is worth 100 points (say 5 battles of 20 points each). The 2nd table labelled as '**Small and Medium Games**' uses a 16 Credit Limit where battle is also worth 100 points.

In both cases you will find a % Available column to make it easy for an event to change the number of points allocated to Composition and have the percentage work out the rest. So if it was just a 4 round event at 20 points a game, then Composition may be out of 40 instead, and a 10 Credit list should receive 70% of that score which is 28 out of 40. This is just a guide, an event may use this system however they wish, but please be clear to players that you have come up with your own method of distributing tournament points, and that they need to consider their armies differently.

Standard Games 1,750+ Points

Credits Spent	Tournament points	% of available
0	50	100
1	49	98
2	48	96
3	47	94
4	46	92
5	45	90
6	43	86
7	41	82
8	39	78
9	37	74
10	35	70
11	32	64
12	29	58
13	26	52
14	23	48
15	20	40
16	16	32
17	12	24
18	8	16
19	4	8
20	0	0

Small Games and Medium Games of 1,000-1,749

Credits Spent	Tournament points	% of available
0	50	100
1	49	98
2	48	96
3	47	94
4	45	90
5	43	86
6	41	82
7	38	76
8	35	70
9	32	64
10	28	56
11	24	48
12	20	40
13	15	30
14	10	20
15	5	10
16	0	0



Recent Changes

- Cumulative Scoring: Updated Examples
- Detachments: Update on restrictions
- Non Standard Deployment (New Section):
Required Faction Page Overhaul
- Armoured Vehicle Points (New Section):
Required Faction Page Overhaul
- Global Rules: Grav Gun (Changed to a table)
- Global Rules: Death Star Independent
Characters (New Rule)
- Major Changes present in all Factions

Detachments

Detachments

Armies can be comprised of 3 Detachments of any type.

However Large Detachments are considered C1

Large Detachments: The detachments below are treated as Large Detachments. If a Detachment is listed in a source (eg. Codex, Campaign, etc.) and that source is listed in the Faction's Page in this document, then it is a valid detachment. As such if it is not listed below then it is not considered a Large Detachment

Formations and Special Detachments: Some formations and special detachments (eg. Craftworld Warhost) will be assigned a number of credits. This may sometimes have a set of conditions for these credits. Regardless of whether a set of conditions are listed or not, this is always in addition to any costs for the units purchased that make up the Formation or Special Detachment.

Apoc or Non 40k Formations: Some Formations are listed for Warhammer 40,000: Apocalypse, as Community Comp is written for Warhammer 40,000 these Formations or any other Formation or Detachment that is not written for Warhammer 40,000 is not to be used. For example while the Purge Squadron Formation is listed in the Adepta Sororitas Codex, it is listed as an Apocalypse Datasheet and as such cannot be used.

Large Detachments

- Combined Arms Detachment
- Nemesis Strike Force (Grey Knight Codex)
- Ork Horde Detachment (Ork Codex)
- Great Waaagh! Detachment (Waaagh! Gazghkull Supplement)
- The Wolves Unleashed Detachment (Space Wolf Codex)
- Company of the Great Wolf (Champions of Fenris Supplement)
- Realspace Raiders Detachment (Dark Eldar Codex)
- Covenant Coterie Detachment (Haemonculus Covens Supplement)
- Hive Fleet Detachment (Shield of Baal: Leviathan)
- Baal Strike Force (Blood Angels Codex)
- Archangels Strike Force (Shield of Baal: Exterminatus)
- Flesh Tearers Strike Force (Shield of Baal: Exterminatus)
- Mephrit Dynasty Cohort (Shield of Baal: Exterminatus)
- Necron Decurion Detachment (Necron Codex)
- Blood Host Detachment (Khorne Daemonkin)
- Skitarii Mantle Detachment (Skitarii Codex)
- Craftworld Warhost (Eldar Codex)
- Cult Mechanicus Battle Congregation (Cult Mechanicus Codex)
- The Gladius Strike Force (Space Marine Codex)
- Lion's Blade Strike Force (Dark Angel Codex)
- Deathwing Strike Force (Dark Angel Codex)
- Ravenwing Strike Force (Dark Angel Codex)
- Hunter Contingent (Tau Empire)
- Scarblade Strike Force (Damocles War Zone Kauyon)
- Talon Strike Force (Damocles War Zone Kauyon)

Cumulative Scoring

This symbol (C#) will appear quite often throughout this document. This symbol refers to a concept called Cumulative Scoring. Some units like Land Raiders, Flyers, etc. become harder to deal with the more you have and require a special kind of Credit cost.

When purchasing a single unit with a cumulative cost, pay only the base cost. If you purchase more than one of the same kind of unit, the cost of each unit will increase by the Cumulative Value for the number of previous units purchased.

Remember, units that appear in multiple sources that may have a different Faction but the same unit name (eg. Land Raiders are in all Marine books) are still considered Cumulative with each other.

Example 1:

- Wyrdvane Psykers
Wyrdvane Psykers are C1

Units of Wyrdvane Psykers have no base cost but have a cumulative Credit of 1.

No of Units	Base Cost	Cumulative Cost	Total Cost Per Unit	Total Credits
1	0	0	0	0
2	0	1X1=1	1	1
3	0	1X2=2	2	1+2=3

So if a Player was to purchase 3 units of Wyrdvane Psykers they would be paying 3 Credits (0 for 1st, 1 for 2nd and 2 for the 3rd)

Example 2:

- Ministorum Priests
Pay 1 Credit C1.

The base cost of a Ministorum Priest is 1 Credit, with a cumulative Credit of 1.

No of Priests	Base Cost	Cumulative Cost	Total Cost Per Unit	Total Credits
1	1	0	1	1
2	1	1X1=1	1+1=2	1+2=3
3	1	1X2=2	1+2=3	1+2+3=6

So if a Player was to purchase 3 Ministorum Priests they would be paying 6 Credits (1 for 1st, 2 for 2nd and 3 for the 3rd)

Global Rules

- **Model Count**
If your army contains between 75 and 124 models Pay 1 Credit.
(Small Games pay 1 Credit for 50-84 instead)
If your army contains 125 or more models Pay 2 Credits
(Small Games pay 2 Credits for 85+ instead)
In both cases do not include fortifications.
- **Flyers**
All Flyers are C2 even if they are not listed. Even different types of Flyers or Flyers purchased from different detachments, consider them cumulative together.
(Small Games pay 2 extra for each flier)
- **Flying Monstrous Creatures**
All Flying Monstrous Creatures are C1. Even different types of FMCs or FMCs purchased from different detachments, consider them cumulative together.
(Small Games pay 1 extra Credit for any FMC)
- **Telepaths and Invisibility**
If any Psykers in your army wishes to access the Invisibility psychic power from the Telepathy tree, pay 8 Credits once. If this cost is not paid, any Invisibility results rolled must be re-rolled in the same way they would if that psyker already had it
- **Summoned Daemons**
Make sure to check the Chaos Daemons page for any costs associated with wargear or psychic powers with for your Summoned Daemon units.
- **Cypher**
Pay 3 Credits.
Pay 1 Credit if he can join a unit from an Infantry Platoon that contains 30-39 Wounds.
Pay 2 Credits if he can join a unit from an Infantry Platoon that contains 40+ Wounds

- **Be'Lakor**
Pay 3 Credits.
Be'Lakor loses the Invisibility power unless you pay 8 Credits for the Telepath rule.
- **Grav Guns**
Add up the total number of Relentless Grav Shots in your army from the following weapons, Grav-Gun (3), Grav-Cannon (5) and Heavy Grav-Cannon (6) counting models with **Grav Amps** as 8 Shots instead of the usual number (do not include weapons with the Combi rule) then consult the table below.

Number of Shots	Total credit cost
0-11	0
12-22	1
23-32	2
33-41	3
42-50	4
51-58	5
59-65	6
66-71	7
72-76	8
1 Additional Credit per group of 4 Shots	

Example:
Your army contains 1 units of Space Marine Bikes with 2 Grav Guns (2X3=6 Shots) and a Combi Grav (0 Shots), as well as a unit of 3 Centurion Devastators with Grav Cannon and Grav Amps (3X8=24 Shots). Your army has a total of 30 Grav Shots and pays 2 Credit



- **Fast Independent Characters**
Take the total number wounds on models that fulfil all of the following criteria then consult the table below.
 - Has the Independent Character rule
 - Has more than 1 wound
 - Has a 2+ Armour or 2+ Invulnerable save
 - Has a Bike, Jetbike or Cavalry mount

Number of Wounds	Total credit cost
0-3	0
4-6	1
7-9	3
10-12	6
13-15	10
16-18	15

Wound allocation tricks and unit wide buffs have a cumulative effect on the toughness of a unit which in extreme cases become death .

Independent characters are predominantly responsible for this effect so we have costed them together.

- **Death Stars**
Accounting for the allies matrix and all special rules, take the largest group of Independent Characters in your army that can join as a single unit and consult the table.
Below the table is a list of characters.
The first 3 of any of these characters in any combination don't count towards the tally.

No: of ICs	Total credit cost
1-3	0
4	1
5	2
1 Credit per Additional IC	

Note These characters are only exempt if they do not have terminator armour, Mega Armour or are a bike, jetbike, Jump infantry or Cavalry.

- Astra Militarum: All characters but Level 2 Primaris are exempt
- Space Marines and Dark Angels:
- Chaplains, Librarian Level 1 and Sergeant Tellion
- Blood Angels: Captain Tycho, Tycho the Lost, Chaplain, Librarian Level 1 and Techmarines
- Space Wolves: Rune Priest Level 1, Iron Priest with no Cyberwolves
- Inquisition: Ordo Hereticus, Xenos or Malleus
- Adepta Sororitas: Canoness without Cloak of St Aspira
- Chaos Space Marines: Dark Apostle, Sorcerer Level 1
- Tau Empire: All Characters Exempt
- Dark Eldar: Archon without Shadow field, Succubus, Haemonculus
- Harlequins: Death Jester, Shadowseer level 1 or Shadowseer Level 2 from the Heroes Path Formation
- Eldar: Prince Yriel
- Orks: (only characters without Mega Armor Meks, Big Meks, Warboss, Badruk, and Weird Boy

Non Standard Deployment

Stacking units that attack on turn 1, close into a vulnerable flank of an opponents deployment can easily overwhelm an army. There are many ways achieve this so we have combined them all on one table to provide a cost this combined strategy.

Non Standard Deployment Points (NSD)
Regardless of which Detachment or Faction they were purchased for, take the total number of models classified as NSD, add up their NSD Points (Listed in brackets) and consult the table below. Some units will only have a NSD Point under a set of conditions.

No: of Points	Total credit cost
1-16	0
17-32	1
33-47	2
48-61	3
62-74	4
75-86	5
87-97	6
98-108	7
109-119	8
120-129	9
130-139	10
140-148	11
149-156	12
1 Additional Credit per group of 8 models	

Example:

Your army contains a Nemesis Strike Force of Grey Knights and an Allied Detachment from Space Marines. First calculate the NSD Points in your army then consult the table to the above.

Kaldor Draigo = 17
 15 Terminators = 15 X 1 = 15
 1 Dreadknight with Personal Teleporter and 1 Ranged Weapons = 10
 1 Land Speeder Storm = 4
 1 Drop Pod = 17
 Total NSD Points = 63 = 4 Credits

First Turn Drop Pods

Regardless of what faction or detachment the first 3 Drop Pods that can arrive first turn count as 17 NSD Points each and any subsequent first turn drop pods count as 30 NSD Points

Stronghold Assault:

- Escape Hatch (20)
- Skyshield Landing Pad – Ready For Takeoff (17)

Space Marines:

- Skyhammer – Devastators (1)
- Talon Strike Force: Shadowstrike Kill Team – Vanguard Veterans (2)
- Skyhammer – Assault Marines (3)
- Scout Bike Squad (1)
- Kor’Sarro Khan Warlord – Bike Squad (2)
- Kor’Sarro Khan Warlord – Attack Bike Squad (2)
- Land Speeder Storm (4)

Dark Angels:

- Ravenwing Bike Squads (3)
- Ravenwing Attack Bike Squads (3)
- Ravenwing Command Squads (4)
- Ravenwing Black Knights (4)
- Ravenwing Land Speeders (4)
- Ravenwing Darkshroud (4)
- Ravenwing Land Speeder Vengeance (4)

Grey Knights:

- Nemesis Strike Force – Grey Knight/Justicar (1)
- Nemesis Strike Force – Grey Knight Terminator/Terminator Justicar (1)
- Nemesis Strike Force – Paladin/Apothecary(1)
- Interceptor/Interceptor Justicar (1)
- Nemesis Strike Force – 1 or more Ranged Weapons and NO Personal Teleporter – Nemesis Dreadknight (5)
- 1 or more Ranged Weapons and a Personal Teleporter – Nemesis Dreadknight (10)
- Kaldor Draigo (17)

Adepta Sororitas:

- Dedicated Transport - Dominion Battle Sister(1)

Necrons:

- Vanguard Obyron (20)
- The Veil of Darkness (20)

Armoured Vehicle Points

Vehicles take a specific kind of fire power to combat and this comes in limited supply. A greater volume of vehicles in an army regardless of their detachment puts pressure on the opponents ability to fight. We have combined all vehicles into one table to reflect this

Armoured Armoured Vehicle Points (AVP)
Every Vehicle Currently legal in Community Comp is listed below with an Armoured Vehicle Point value.

Land Raiders will have 2 Points Values, the first number is for the first Land Raider and the second is for every one thereafter.

Regardless of which Detachment or Faction they were purchased for, take the total number of AVP and consult the table below.

No. of AVPs	Total credit cost	Small Games Number of models for the cost
1-14	0	1-12
15-25	1	13-24
26-33	2	25-32
34-40	3	33-40
41-46	4	41-48
47-50	5	49-55
51-54	6	56-62
55-58	7	63-68
59-62	8	69-74
63-66	9	75-79
67-69	10	80-84
1 Additional Credit per 2 Armoured Vehicle Points		

Example:

Your army contains a Combined Arms Detachment of Blood Angels and an Allied Detachment from Necrons. Calculate your Armoured Vehicle Points and consult the table above.

2 Land Speeders = 2 X 2 = 4
 2 Land Raiders = 14 + 30 = 44
 1 Catacomb Command Barge = 14
 1 Monolith = 11
 Total Armoured Vehicle Points = 73 = 7 Credits
 (Small Games 8 Credits)

Astra Militarum:

- Scout Sentinel (1)
- Armoured Sentinel (2)
- Taruox, Taurox Prime, Bane Wolf, Devil Dog, Hell Hound, (3)
- Hydra, Wyvern (4)
- Chimera, (5)
- Basilisk (6)
- Deathstrike, Manticore (9)
- Lemman Russ variants Battle Tank, Exterminator, Vanquisher, Eradicator, Demolisher (7)
- Lemman Russ variants Punisher, Executioner (12)

Adepta Sororitas:

- Penitent Engine (3)
- Rhino (4)
- Immolator (5)
- Exorcist (6)

Space Marines:

- Land Speeder, Land Speeder Storm (2)
- Dreadnought, Hunter, Rhino, Stalker, Venerable Dreadnought, Whirlwind (4)
- Razorback (5)
- Ironclad Dreadnought, Predator, Vindicator (6)
- Land Raider all variants (14/30)

Blood Angels:

- Land Speeder (2)
- Dreadnought (3)
- Rhino, Death Company Dreadnought, Librarian Dreadnought, Whirlwind (4)
- Razorback (5)
- Furioso Dreadnought, Baal Predator, Predator, Vindicator (6)
- Land Raider all variants (14/30)

Dark Angels:

- Land Speeder (3)
- Dreadnought, Venerable Dreadnought, Rhino, Whirlwind (4)
- Razorback, Dark Shroud, Land Speeder Vengeance (5)
- Predator, Vindicator (6)
- Sableclaw (9)
- Land Raider all variants (14/30)



Space Wolves:

- Land Speeder (2)
- Dreadnought, Venerable Dreadnought (3)
- Murderfang, Rhino, Whirlwind (4)
- Razorback (5)
- Bjorn the Fell-Handed, Predator, Vindicator (6)
- Land Raider all variants (14/30)
- Stormrider (32)

Grey Knights:

- Dreadnought, Venerable Dreadnought (3)
- Rhino (4)
- Razorback (5)
- Land Raider all variants (14/30)

Inquisition:

- Rhino, Chimera (4)
- Razorback (5)
- Land Raider all variants (14/30)

Skitarii:

- Onager Dunecrawlers (4)
- Ironstrider Ballistarii, Sydonian Dragoons (5)

Imperial Knights:

- All variants of Imperial Knights (N/A)

Chaos Space Marines:

- Forgefiend, Helbrute (3)
- Rhino, Defiler (4)
- Chaos Predator, Chaos Vindicator (6)
- Maulerfiend (7)
- Chaos Land Raider (14/25)

Chaos Daemons:

- Burning Chariot, Hellflayer Chariot, Seeker Chariot of Slaanesh (3)
- Blood Throne of Khorne, Exalted Seeker Chariot of Slaanesh, Skull Cannon of Khorne (4)
- Soul Grinder (16)

Khorne Daemonkin:

- Forgefiend, Helbrute (3)
- Blood Throne of Khorne, Rhino, Defiler, Skull Cannon of Khorne(4)
- Maulerfiend (7)
- Chaos Land Raider (14/25)
- Soul Grinder (16)
- Lord of Skulls (N/A)

Eldar:

- Vyper (3)
- Falcon, Fire Prism, Night Spinner (6)
- War Walker (7)
- Wave Serpent (8)

Dark Eldar:

- Raider (4)
- Ravager, Venom (5)

Harlequins:

- Voidweaver (2)
- Starweaver (3)

Orks:

- Skorcha, Warbuggy, Wartrakk (2)
- Trukk (3)
- Deff Dread, Killa Kan (4)
- Gorkanaut, Morkanaut (7)
- Battlewagon (12)
- Stompa (N/A)

Tau:

- Piranha (3)
- Devilfish, Hammerhead Gunship, Sky Ray Gunship (6)

Necrons:

- Annihilation Barge, Doomsday Ark, Triarch Stalker (7)
- Monolith (11)
- Catacomb Command Barge (14)
- Ghost Ark (13)
- Obelisk (N/A)
- Tesseract Vault (N/A)

Fast Assault Units

An opponent can only kill so much in one turn so multiple fast moving, assault based units support one another because only some can be killed before the others launch assaults.

Even very different units can provide this support so we have combined them all on one table,

Fast assault units

Regardless of which Detachment or Faction they were purchased for, take the total number of models classified as Fast Assault Units and consult the table below.

Note: Some units state they count as more than 1 model and have additional costs.

No: of Models	Total credit cost	Small Games Number of models for the cost
0-15	0	0-12
16-29	1	13-26
30-41	2	27-38
42-52	3	39-49
53-61	4	50-58
62-68	5	59-65
69-74	6	66-71
75-79	7	72-76
80-83	8	77-80
84-86	9	81-83
87-89	10	84-86
90-92	11	87-89
93-94	12	90-91
1 Additional Credit per group of 2 models		1 Additional Credit per group of 2 models

Example:

Your army contains a Combined Arms Detachment of Chaos Daemons and a Canoptek Harvest Formation from Necrons. First calculate how many Fast Assault Unit models in your army (remembering some are worth more than 1 per model) then consult the table to the above.

5 Flamers of Tzeentch = 5 X 1 = 5

3 Blood Crushers = 3 X 2 = 6

4 Canoptek Wraiths = 4 X 7 = 28

Total Model Count = 39 = 2 Credits

(Small Games 3 Credits)

Blood Angels:

- Death Company Marines equipped with Jump Packs – Count as 1 Model
- Sanguinary Guard – Count as 2 Models

Dark Angels:

- Ravenwing Command Squads – Count as 4 Models
- Ravenwing Black Knights – Count as 4 Models

Space Wolves:

- Thunderwolf Cavalry – Count as 5 Models

Chaos Space Marines:

- Chaos Spawn – Count as 3 Models

Chaos Daemons:

- Seekers of Slaanesh – Count as 1 Model
- Flamers of Tzeentch – Count as 1 Model
- Chaos Furies – Count as 1 Model
- Blood Crushers of Khorne – Count as 2 Models
- Flesh Hounds of Khorne – Count as 2 Models
- Screammers of Tzeentch – Count as 2 Models
- Fiends of Slaanesh – Count as 2 Models
- Beasts of Nurgle – Count as 2 Models
- Plague Drones of Nurgle – Count as 2 Models

Khorne Daemonkin:

- Gorepack – Chaos Bikers – Count as 1 Model
- Blood Crushers of Khorne – Count as 2 Models
- Flesh Hounds of Khorne – Count as 2 Models
- Chaos Spawn – Count as 3 Models

Necrons:

- Canoptek Scarabs – Count as 1 Model
- Triarch Praetorians – Count as 3 Models
- Canoptek Wraiths – Count as 7 Models

Dark Eldar:

- Beastmasters (incl. Beasts) – Count as 1 Model

Orks:

- Warbikers (incl. Boss Nob) – Count as 1 Model
- [Deffkopta](#) – Count as 1 Model
- Nobz on Warbikes – Count as 3 Models



Stronghold Assault

- Honoured Imperium
Pay 1 Credit.
- Vengeance Weapon battery
Pay 1 Credit per Battery.
- Aegis Defence Line
Pay 1 Credit.
- Bastion
Pay 2 Credits.
- Skyshield Landing Pad
Pay 1 Credit.
- Wall of Martyrs Imperial Bunker, Defence Line
and Defence Emplacement
Pay 1 Credit each.
- Wall of Martyrs Firestorms Redoubt
Pay 3 Credits.
- Promethium Relay Pipes
Pay 1 Credit.
- Fortress of Redemption
Pay 5 Credits.
- Macro Cannon Aquila Defence point
Pay 9 Credits
Pay an additional 9 Credits if your army
contains a Dark Reaper Exarch
- Vortex Missile Aquila Defence point
Pay 9 Credits
Pay an additional 9 Credits if your army
contains a Dark Reaper Exarch
- Void Shield (Fortification Upgrade)
Pay 1 Credit
- Void Shield Generator
Pay 15 Credits



Astra Militarum

Codex - Astra Militarum

Codex - Miliatarum Tempestus

Campaign - Sanctus Reach 1, The Red WAAAARG

This Faction contains units that can be found in the following sections:

[Non Standard Deployment](#)
[Armoured Vehicle Points](#)

- Heirlooms of Conquest
Pay 2 Credits for each of Kurovs Aquila and The Laurels of Command.
- Commisar Yarrick
Pay 1 Credits.
- Tank Commanders
Pay 1 Credit for Knight Commander Pask if in a Leman Russ Punisher.
(Small Games Pay 3 instead)
- Ministorum Priests
Pay 1 Credit C1.
- Infantry Platoons
Pay 1 Credit for each unit with 30+ Wounds that can be joined simultaneously by one or more Independent Characters with any combination of the following rules:
Fearless, And they Shall Know No Fear, Zealot or Stubborn

Pay 1 Credit for each unit with 40+ Wounds that can be joined simultaneously by one or more Independent Characters with the Scout USR

Excluding the 1st, Pay 1 Credit for Each Psyker of Mastery Level 2 or more that can join a unit with 30+ Wounds

- Bullgryns
Pay 1 Credit.
- Wyrdvane Psykers
Wyrdvane Psykers are C1
- Vendettas
Pay 1 Credit per Vendetta
- Wyvern Battery
For a unit of 1 pay 1 Credit.
For a unit of 2 pay 3 Credits.
For a unit of 3 pay 7 Credits.

Space Marines

Codex - Space Marines
Supplement - Clan Raukaan
Supplement - Sentinels of Terra
Dataslate - Tyrannic War Veterans
Dataslate – Space Marine Strike Force Ultra
White Dwarf Issue 72 – Warlord Traits
Campaign: War Zone Damocles: Kauyon

This Faction contains units that can be found in the following sections:

[Non Standard Deployment](#)
[Armoured Vehicle Points](#)

- **White Scars Chapter Tactics**
Pay 1 credit for each White Scars Detachment.
Pay 1 credit for every White Scars Captain or Chapter Master.
If your army contains a detachment that is Battle Brothers with White Scars, instead pay 2 credits for each White Scars Detachment and pay 1 credit for every White Scars Captain or Chapter Master excluding the first.
- **Iron Hands Chapter Tactics**
Pay 1 Credit if your army contains one or more Level 2 Psykers with access to Biomancy
If you have paid the Psyker cost above, Pay 1 Additional Credit if your army also contains the Gorgons Chain
- **Gorgons Chain**
If your army contains a model with either the Iron Hands Chapter Tactic or no Chapter Tactic (eg. Blood Angel Sanguinary Priest) which may grant Feel No Pain to the model with the Gorgons Chain, Pay 1 Credit.
- **The Bones of Osrak**
Pay 1 Credit
- **The Armour of Shadows**
Pay 1 Credit
Pay 1 Additional Credit if it can join a Battle Brothers unit.
- **The Hunter's Eye**
Pay 1 Credit
Pay 1 Additional Credit if you have one of the following, a Battle Brothers unit that can be joined, a Centurion Devastator Squad or a model with the Orbital Strike ability.
- **Orbital Strike**
Models with the Orbital Strike are C1
- **Chief Librarian Tigurius**
Pay 4 Credits.
(Small Games pay 5 instead for Tigurius)
Pay 1 Additional Credit if Tigurius is the Warlord
- **Sergeant Telion**
Pay 1 Credit if Telion is the Warlord
- **Kor'sarro Khan**
Pay 3 Credits in addition to the White Scars Chapter Tactics rule above if Kor-sarro Khan is your warlord.
- **High Marshal Helbrecht**
Pay 1 Credit if you army contains at least 50 models with the Black Templar Chapter Tactic
- **Chaplain Grimaldus**
Pay 1 Credit if your army contains a unit of Cenobyte Servitors
- **Captain**
If upgraded to a Chapter Master Pay 1 Credit for the Shield Eternal or Gorgons Chain if the Chapter Master has both Artificer Armour and either a Jump Pack or a Bike.
(Small Games pay 2 instead)
- **Command Squad**
Pay 1 Credit for any Command Squad with 5 or more Melta, Plasma, Grav, Combi Melta, Combi Plasma or Combi Grav that can board a Drop Pod
- **Command Squad mounted on Bikes**
Pay 1 Credit
Pay 1 Credit for the Apothecary
Pay 1 additional Credit if the Apothecary has the Iron Hands Chapter Tactic
- **Honor Guard**
If the unit contains 6 or more Honor Guard Pay 1 Credit if the army contains a Battle Brother Land Raider or they can board a Drop Pod.
- **Centurion Assault Squad**
Pay 1 Credit C1.

- Vanguard Veterans
Pay 1 Credit if the unit is 8+ with Jump Packs and 5+ Power Weapons, Lightning Claws, Power Fists, Thunder Hammers or Relic Blades (in any combination)

- Sternguard Veterans Squad
Pay 1 Credit for any unit of Sternguard Veterans with 5 or more Melta, Plasma, Grav, Combi Melta, Combi Plasma or Combi Grav that can board a Drop Pod
[Sternguard Veterans Squads that may board a drop pod are C1 as of the 2nd unit \(ie. you start paying from the 3rd\)](#)

- Dreadnoughts
For a unit of 3 pay 1 Credit
For a unit of 3 with the Iron Hands Chapter Tactic pay 2 Credits instead

- Venerable Dreadnoughts
For a unit of 3 pay 2 Credit

- Ironclad Dreadnoughts
For a unit of 3 pay 1 Credit
For a unit of 3 with the Iron Hands Chapter Tactic pay 2 Credits instead

- [Bikes](#)
Take the total number of Space Marine Bike models with the Objective Secured special rule and consult the table.


No: of Bikes	Total credit cost
0-8	0
9-17	1
18-26	2
27-35	3
36-44	4
45-53	5
54-62	6

- Stormtalon Gunship
Pay 1 Credit
- Devastator Squad
Devastator Squads with the Imperial Fists Chapter Tactics are C1.
- [Centurion Devastator Squad](#)
Pay 1 Credit for the Omniscope.
Pay 1 Credit for each unit of Centurions that can board a Drop Pod.

- Thunderfire Cannon
Thunderfire Cannons are 2 Credits C1 within a unit.

Thunderfire Cannons in a unit	Total credit cost (X)	Small Games
1	2	3
2	5	7
3	9	12

- Predators
For a unit of 3 pay 2 Credits
- Whirlwinds
For a unit of 2 pay 1 Credit
For a unit of 3 pay 3 Credits
- [Vindicators](#)
For a unit of 3 pay 1 Credit
- Stormraven Gunship
Pay 3 Credits
- Marneus Calgar
Pay 1 Credit
- [Space Marine HQ Command Tanks \(Warhammer World Exclusive Datasheet\)](#)
Pay 3 Credits.

- 
- **Gladius Strike Force**
If your army contains 2 Battle Demi-Companies and triggers the Company Support Command Benefit. Pay 1 Credit per 3 (round down) Free Dedicated Transports, this is in addition to any other transport costs.
 - **Anti-Air Defence Force**
Pay 1 Credit
 - **1st Company Task Force**
Pay 1 Credit
If the formation contains 2 or more Sternguard Veteran Squads pay 2 Credits instead.
 - **Strike Force Ultra**
Pay 2 Credits
 - **Land Raider Spearhead**
Pay 3 Credits
 - **Librarius Conclave**
For 3 Librarians pay 5 Credits.
For 4 Librarians pay 7 Credits.
For 5 Librarians pay 11 Credits.
 - **Suppression Force**
If the Whirlwind unit consists of 3 Whirlwinds pay 1 Credit
 - **Skyhammer Annihilation Force (Datasheet)**
For each unit in this formation that consists of 10 Models pay an additional 1 Credit
Devastator Squads from this formation count as Relentless for the purposes of the Grav-Gun Global Rule
 - **Talon Strike Force**
Pay 2 Credits
If this is your Primary Detachment Pay 2 additional Credits
 - **Stormlance Battle Demi-Company**
Pay 2 Credits
 - **Hunting Force**
Pay 1 Credit
 - **Stormbringer Squadron**
Pay 1 Credit
In addition pay 1 Credit per Battle Brother Independent Character that can move 12" in the Movement Phase
 - **Pinion Battle Demi-Company**
Pay 2 Credits
 - **Shadowstrike Kill Team**
Pay 1 Credit per unit of Vanguard Veterans
 - **Shadow Force**
Pay 1 Credit



Blood Angels

Codex - Blood Angels
Campaign - Shield of Baal Exterminatus
Campaign - Shield of Baal Deathstorm
White Dwarf Issue 47

This Faction contains units that can be found in the following sections:

[Non Standard Deployment](#)
[Armoured Vehicle Points](#)
[Fast Assault Units](#)

- Sanguinary Priests
Pay 1 Credit
Pay 1 Credit if he may join a unit from an Infantry Platoon that contains 30+ Wounds
- Brother Corbulo
Pay 2 Credits
Pay 1 Credit if he may join a unit from an Infantry Platoon that contains 30+ Wounds
- Sternguard Veterans Squad
Pay 1 Credit for any unit of Sternguard Veterans with 5 or more Melta, Plasma, Grav, Combi Melta, Combi Plasma or Combi Grav that can board a Drop Pod.
- Stormraven Gunships
Pay 3 Credits
- Commander Dante
Pay 2 Credits
(Small Games pay 3 instead)
Pay 1 additional Credit if he is the Warlord.
- Angel's Fury Spearhead Force
Pay 2 Credits
If your army contains a unit with the Deep Strike special rule pay 1 Additional Credit
- Space Marine HQ Command Tanks
(Warhammer World Exclusive Datasheet)
Pay 3 Credits.

Dark Angels

Codex - Dark Angels
Dataslate - Unrelenting Hunt


This Faction contains units that can be found in the following sections:

[Non Standard Deployment Arrivals](#)

[Armoured Vehicle Points](#)

[Fast Assault Units](#)

- Sacred Standard
Unit is counted as relentless for all other Community Comp Rules (eg. Grav Guns Global Rule)
- Sammael
Pay 2 Credits
Pay 1 Credit if he can join a Battle Brothers non Ravenwing Unit.
Pay 1 Credit if Sammael is the Warlord
- Ezekiel
Pay 1 Credit
- Company Veterans Squad
Pay 1 Credit for any unit of Company Veterans with 5 or more Melta, Plasma, Grav, Combi Melta, Combi Plasma or Combi Grav that can board a Drop Pod.
- Command Squad
Pay 1 Credit for any Command Squad with 5 or more Melta, Plasma, Grav, Combi Melta, Combi Plasma or Combi Grav that can board a Drop Pod
- Dreadnoughts
For a unit of 3 pay 1 Credit
- Venerable Dreadnoughts
For a unit of 3 pay 2 Credit
- Ravenwing Command Squad
Pay 1 Credit for the Apothecary
- Ravenwing Land Speeders
Units of 3 or more Land Speeders are C1
- Ravenwing Darkshroud
If your army has 1 or more Ravenwing Darkshrouds:
Pay 1 Credit for each unit in your army that is not a Ravenwing Darkshroud that has the Ravenwing Special Rule.
Pay 1 Additional Credit if the unit has the Skilled Rider Special Rule
- Nephilim Jetfighter
Pay 1 Credit
- Dark Talon
Pay 1 Credit
- Predators
For a unit of 3 pay 2 Credits
- Whirlwinds
For a unit of 2 pay 1 Credit
For a unit of 3 pay 3 Credits
- [Vindicators](#)
[For a unit of 3 pay 1 Credit](#)
- [Space Marine HQ Command Tanks \(Warhammer World Exclusive Datasheet\)](#)
[Pay 3 Credits.](#)
- [Azrael](#)
Pay 2 Credit if he may join a unit from an Infantry Platoon that contains 30+ Wounds
Pay 1 Credit if Azrael is your Warlord
Pay 1 Credit if your army contains Inquisitor Coteaz
[Pay 1 Credit if your army contains a Champions of Fenris Detachment.](#)

- 
- **Lions Blade Strike Force**
If your army contains 2 Battle Demi-Companies and triggers the Company Support Command Benefit. Pay 1 Credit per 3 (round down) Free Dedicated Transports, this is in addition to any other transport costs.
 - **Deathwing Redemption Force**
Pay 1 Credit for every 8 models in Terminator Armour
 - **Ravenwing Support Squadron**
Pay 1 Credit
If a choice within a Lions Roar Detachment Pay 1 Additional Credit per Land Speeder
 - **The Hammer of Caliban**
Pay 2 Additional Credits for units of Vindicators
Pay 1 Additional Credit for units of Whirlwinds
 - **Deathwing Strike Force**
Pay 1 Credit for every 8 models in Terminator Armour
 - **Conclave of Librarians**
For Ezekiel and 2 Librarians pay 3 Credits.
For Ezekiel and 3 Librarians pay 6 Credits.
For Ezekiel and 4 Librarians pay 10 Credits.

Space Wolves

Codex - Space Wolves

Supplement - Champions of Fenris

Campaign - Sanctus Reach II, Stormclaw

Campaign - Sanctus Reach III, Hour of the Wolf

This Faction contains units that can be found in the following sections:

[Non Standard Deployment](#)

[Armoured Vehicle Points](#)

[Fast Assault Units](#)

- Fenrisian Wolves and Cyberwolves
Take the total number of Fenrisian Wolves and Cyberwolves taken as **Character Upgrades** and consult the table. For the purposes of the table below Cyberwolves count as 2 wolves.

No: of Wolves	Total credit cost
0-14	0
15-24	1
25-30	2
31-36	3
37-44	4
45-49	5
50-59	7
60+	9

In addition if your army contains Herald Deathwolf and/or Cannis Wolfborn, take the total number of Fenrisian Wolves and Cyberwolves regardless of how they are distributed between units and consult the table.

No: of Wolves	Total credit cost
0-19	0
20-39	1
40-59	2
60	3

- Harald Deathwolf
Pay 1 Credit
- Cannis Wolfborn
Pay 1 Credit
- Njal Stormcaller
Pay 1 Credit

- Ulrik the Slayer
Pay 2 Credits.
- Bjorn the Fell Handed
Pay 1 Credit if your army contains Inquisitor Coteaz.
- Blood Claws and Sky Claws
Take the total number of models in Blood Claw and Sky Claw units and consult the table below

No: of Models	Total credit cost
0-20	0
21-40	1
41-60	3
61-80	6
C1 Per lot of 20	

- Servitors
Treat every 2nd unit of Servitors as C1 starting from the 4th (alternatively refer to table below):

No: of Units	Total credit cost
0-5	0
6-7	1
8-9	3
10-11	6
12-13	10
14-15	15
16-17	21

- Wolf guard
Pay 1 Credit for any unit of Wolf Guard with 5 or more Combi Melta or Plasma that can board a Drop Pod.
- Wolf Guard Terminators
Pay 1 Credit for any unit of Wolf Guard Terminators with 5 or more Combi Melta or Plasma that can board a Drop Pod.
- Storm Wolf
Pay 3 Credits
- Space Marine HQ Command Tanks
(Warhammer World Exclusive Datasheet)
Pay 3 Credits.



- Thunder Wolf Cavalry
(Small Games pay 1 Credit per unit)
- Storm Fang Gunship
Pay 2 Credit
- Grimnar's War Council
Pay 1 Credit if your army contains Inquisitor
Coteaz





Grey Knights

Codex - Grey Knights

This Faction contains units that can be found in the following sections:

[Non Standard Deployment](#)
[Armoured Vehicle Points](#)

- Librarian
Pay 1 Credit for Mastery 3
Pay 1 additional Credit for the Domina Liber Daemonica.
- Brother Capitan Stern
Pay 2 Credits if your army contains a Champions of Fenris Detachment.
- Purifiers
Pay 1 Credit for each unit of Purifiers that can board a Drop Pod
- Paladins
Pay 1 Credit for a unit of 7+ Paladins
(Small Games pay 2 Credits for 7+ paladins instead)
Pay 1 Credits for the Apothecary.
- Stormraven Gunship
Pay 3 Credits
- Nemesis Dreadknight
Dreadknights with a Personal Teleporter are C1
Pay 1 Credit for each Dread Knight with 2 Ranged Weapons
Pay 1 Credit for each Dreadknight starting with the 3rd
- Lord Kaldor Draigo
Pay 1 Credit
Pay 1 additional Credits if your army contains a unit of Devastator Centurions with 5 or more models or a unit of Paladins with 7 or more models.
Pay 1 additional Credit if your army contains Chief Librarian Tigurius.

Inquisition, Imperial Assassins and Legion of the Damned

Inquisition

Codex – Inquisition

This Faction contains units that can be found in the following sections:

[Armoured Vehicle Points](#)

- Liber Heresius
Pay 1 Credit.
- Inquisitor Coteaz
Pay 2 Credits.
- Inquisitor Karamazov
Pay 1 Credit for the Rad Grenades carried by Inquisitor Karamazov.
- Psychotroke Grenades
Pay 1 Credit.
- Rad Grenades
Pay 1 Credit.
- Henchman war bands
If your army contains 3 or more models with the Independent Character Special Rule then Pay 1 Credit C1 per Ministorum Priest from this detachment.
If your army contains 2 or less models with the Independent Character Special Rule then for each unit containing 1 or more Ministorum Priests pay 1 Credit.
- Valkyrie Assault Carrier
Pay 1 Credit
- [Land Raiders](#)
Pay 1 extra Credit for Psybolt Ammunition on Land raider Crusaders.

Imperial Assassins

Codex - Ordeo Assasinorum.

- Callidus Assassin
Callidus Assassins are C1.
(Small Games pay 1 Credit C1)
- Culexus Assassin
Culexus Assassins are C1.
(Small Games pay 1 Credit C1)
If the Callexus Assassin is able to board a Drop Pod or a Flier, pay 2 Credits.

Legion of the Damned

Codex - Legion of the Dammed

- If your army contains a Comms Relay
Pay 1 Credit for every 8 Legion of the Damned.

Adepta Sororitas

Adepta Sororitas

Codex - Adepta Sororitas

This Faction contains units that can be found in the following sections:

[Non Standard Deployment](#)
[Armoured Vehicle Points](#)

- Litanies of Faith
Pay 1 Credit if your army contains at least 1 Ministorum Priest (including Uriah Jacobus)
- The Cloak of Saint Aspira
Pay 1 Credit.
- Saint Celestine
Pay 1 Credit.
Pay 1 Additional Credit if she can join a Battle Brothers unit
[Pay 1 credit if your army contains at least one Ministorum priest.](#)
- Uriah Jacobus
Pay 1 Credit
In addition see Ministorum Priest below
- Ministorum Priest
Ministorum Priests (including Uriah Jacobus) are costed 1 of 2 Options.
Option 1 If your army has one of the following:
A unit of 11 or more models
An Ecclesiarchy Battle Conclave
A Seraphim Squad
A Battle Brother detachment with at least 1 unit the Priest can join
Option 2: none of the above.
Take the number of Priests and consult the table below:

No. of Priests	Option 1	Option 2
1	1	0
2	3	1
3	6	3
4	10	6
5	15	10
6	21	15

- Sacred Banner of the Order Militant
Pay 1 Credit.
Pay 1 Additional Credit if your army contains a Battle Brothers detachment
- Dominion Squad
Pay 1 Credit for any Dominion Squad with 5 or more Melta, Combi Melta, or Combi Plasma that can board a Drop Pod
- Retributors
Units of Retributors Pay 1 Credit from the 3rd.



Imperial Knights

Codex - Imperial Knights

Campaign - Sanctus Reach I, The Red Waaarg

White Dwarf Issue 24 – Gerantius

White Dwarf Issue 69 – The War Convocation

- **Imperial Knights**
For any variant of Imperial Knight Pay 4 credits
C1
Pay 1 Additional Credit per Ranged Weapon
from the following list:
 - Avenger Gatling Cannon
 - Ironstorm Missile Pod
 - Rapid-Fire Battle Cannon
 - Stormspear Rocket Pod
 - Thermal Cannon
- **Mark of the Ommissiah**
Pay 1 Credit
- **Gerantius the Forgotten Knight**
Pay 6 Credits. This includes the normal 4 Credits and the 1 for the Thermal Cannon (Small Games pay 1 Additional Credit)
- **Gallant Lance Formation**
Pay 1 Credit
- **Baronial Court Formation**
Pay 2 Credits
- **Tripartite Lance Formation**
Pay 2 credits
- **Adamantium Lance Formation**
Pay 3 credits
- **The War Convocation Formation**
Pay 10 credits



Skitarii

Codex – Skitarii
White Dwarf Issue 69 – The War Convocation

This Faction contains units that can be found in the following sections:
[Armoured Vehicle Points](#)

- The Omniscent Mask
Pay 1 Credit if taken on a Rusk Stalker or Infiltrator
- Skitarii Vanguard
Regardless of how they are distributed between units, take the total number of Skitarii Vanguard (including Vanguard Alpha) and consult the table

No: of Vanguard	Total credit cost
0-15	0
16-23	1
24-31	3
32-39	6
40-47	10
48-55	15
56-63	21

In addition, Pay 1 Credit if the unit contains 3 Plasma Calivers, an Omnisplex, the Phosphoenix and can board a Drop Pod.

- Sicarian Killclade
Pay 1 Credit
- Ironstrider Cavaliers
Pay 1 Credit if your army contains a Comms Relay
- [The War Convocation Formation](#)
Pay 10 Credits

Cult Mechanicus

Codex – Cult Mechanicus

White Dwarf Issue 69 – The War Convocation

- **Mask of the Alpha Dominus**
If your army contains 2 or more units of Kastelan Robots pay 1 Credit
- **The Scyerskull Perspicatus**
Pay 1 Credit
- **Autocaduceus of Arkhan Land**
Pay 1 Credit if taken on a character in a unit or that may join a unit where at least 1 model has 3 or more wounds
- **Monstrous Creatures**
Regardless of how they are distributed between units, take the total number of wound on Kastelan Robot models (3) and consult the table.

Number of Wounds	Total credit cost	Small Games Number of wounds
5-9	1	4-7
10-14	2	8-11
15-19	3	12-15
20-24	4	16-19
25-29	5	20-23
30-34	6	24-27
35-39	7	28-31

- **Cult Mechanicus Battle Congregation**
If the Cult Mechanicus Battle Congregation contains 8 or more units Pay 1 Credit
- **Cohort Cybernetica**
Pay 1 Credit per Kastelan Robot in this formation beyond the 6th.
- **The War Convocation Formation**
Pay 10 Credits

Chaos Space Marines

Codex - Chaos Space Marines
 Supplement - Black Legion
 Supplement - Crimson Slaughter
 Dataslate - Hell Brutes
 Dataslate - Kranons hellguard
 Dataslate - Kharn's Butcherhorde

This Faction contains units that can be found in the following sections:

[Armoured Vehicle Points](#)
[Fast Assault Units](#)

- The Eye of Night
Pay 1 Credit.
- Spell Familiar and Balestar of Mannon
Pay 1 Credit each.
- Huron Blackheart
Pay 1 Credit if he is your Warlord.
(Small Games pay 2 Credits instead if he is your Warlord)
- Ahriman
Pay 2 Credits
Pay 1 Credit if he is your Warlord.
(Small Games pay 2 Credits instead if he is your Warlord)
- Sorcerers
Mastery Level 3 Sorcerers with no Chaos Mark
Pay 1 Credit C2. (Count Ahriman in the number of Sorcerers for the C2)
- Deamon Princes
Pay 1 Credit for Psychic Mastery Level 2 and 1 extra Credit for Mastery 3.
Pay 1 Credit for the Burning Brand of Skalathrax on a flying Deamon Prince.
- Spawn
If the unit contains 3 or more Spawn with the Mark of Nurgle Pay 1 Credit.
(Small Games pay 2 extra Credits instead for Mark of Nurgle)
- Heldrakes
Pay 2 Credit for each Baleflamer.

- Havocs
Regardless of which Detachment they were purchased for or how they are distributed between units of Havocs, take the total number of Auto Cannons and consult the table below.

No: of Auto Cannons	Total credit cost
0-9	0
10-12	1
13-14	2
15+	3

- Obliterators
Regardless of which Detachment they were purchased for or how they are distributed between units, take the total number of Obliterators and consult the table.
In addition, take the total Number of Obliterators with the Mark of Nurgle and consult the table (eg. 4 MoN Oblits would pay 2 4-5 Oblits and 1 for 1-4 MoN Oblits).

No: of Obliterators	Total credit cost	Number of Mark of Nurgle Obliterators	Total credit cost	Small Games with Nurgle
1-3	0	1-4	1	2
4-5	1	5-9	2	4
6-7	2	10-14	3	6
8-9	3	15-19	4	8
10-11	4	20-24	5	10
12-13	5	25-29	6	12

Chaos Daemons

Codex - Chaos Daemons
White Dwarf Issue 60

This Faction contains units that can be found in the following sections:

[Armoured Vehicle Points](#)

[Fast Assault Units](#)

- **Exalted Rewards**
If any model with an Exalted Reward might wish to access the Grimoire of True Names, pay 2 Credits.
If this cost is not paid that model may not select the Grimoire of True Names.
- **Greater Daemons and Daemon Princes**
Pay 1 Credit for Psychic Mastery level 2 and 1 extra Credit for Mastery level 3.
(Small Games pay 1 extra Credit for The Great Unclean One)
- **Kairos Fateweaver**
Pay a total of 6 Credits
4 Credits for Kairos
2 Credits is for his Psyker mastery.
(Small Games pay 1 extra Credit)
Pay an additional 8 Credits if the Grimoire of True Names cost was paid.
- **Bloodthirster of Insensate Rage**
Pay 1 Credit
- **Heralds of Chaos**
Heralds of Chaos with a Psychic Mastery level 2+ are C1 starting at the 2nd.

No: of Heralds	Total credit cost
1-2	0
3	1
4	3
5	6
Etc.	

- **Herald of Tzeentch**
Pay 1 Credit in addition to the Heralds of Chaos credits above for Mastery Level 3

- **Epidemius**
Pay 1 Credit if your army contains at least 1 unit of Plague Drones or Beasts of Nurgle

- **Nurgle Herald**
If your army contains a unit of Plague Drones with a Plague Banner, then take the total number of Nurgle Heralds with a Greater or Lesser Reward and consider them 1 Credit starting at the 3rd

No: of Heralds	Total credit cost
1-2	0
3	1
4	2
Etc.	

- **Greater Locus of Fecundity**
Pay 1 Credit if your army contains at least 1 unit of Plague Drones or Beasts of Nurgle

- **The Masque of Slaanesh**
Pay 1 Credit

- **Exalted Locus of Beguilement**
Pay 1 Credit.

- **Horrors of Tzeentch**
Take the total number of units of Horrors of Tzeentch numbering 11 or more model and consult the table.

No: of units	Total credit cost
3	1
4	3
5	6
6	10
7	15
8	21



Khorne Daemonkin

Codex – Khorne Daemonkin

This Faction contains units that can be found in the following sections:

[Armoured Vehicle Points](#)

[Fast Assault Units](#)

- Kor'Lath, the Axe of Ruin
Pay 2 Credits
- Bloodthirster of Insensate Rage
Pay 1 Credit
- Heldrakes
Pay 2 Credit for each Baleflamer
- Lord of Skulls
Pay 7 Credits, (Small Games **BANNED**)
Pay 2 Credits for the Demongore Cannon
Skull Hurler - 7 Credits
- Gorepack Formation
For the Chaos Bikers as part of this formation refer to [Fast Assault Units](#)

Tau Empire

Codex - Tau Empire
Supplement - Farsight Enclave

This Faction contains units that can be found in the following sections:

[Armoured Vehicle Points](#)

- Markerlights and Marker Points
Each Markerlight in your army counts as a number of Marker Points as listed below. Take the total number of Marker Points and consult the table:

MV7 Marker Drone taken in a Drones Unit or on a fortification (2)
Pathfinder (2), Pathfinder Shas'ui (2)
Fire Warrior Shas'ui (3)
[Stealth Shas'vre \(3\)](#)
MK7 Marker Drone taken as wargear (3)
AX39 Sun Shark Bomber (3)
Cadre Fireblade (4)
Darkstrider (4)
Firesight Marksman (5)
Drone Controller MK7 Marker Drone – see Drone Controller (5)
[TX78 Sky Ray Gunships \(12\)](#)

No: of Marker Points	Total credit cost
0-17	0
18-35	1
36-47	2
48-53	3
54-61	4
62-69	5
70-77	6
78-85	8
85+	10

- Command and Control Node
Pay 1 Credit.
If your army contains a Hunter Contingent Pay 1 Credit
- Multi-Spectrum Sensor Suite
Pay 2 Credits.
If your army also has a Command and Control Node Pay 1 Credit
If your army contains a Hunter Contingent Pay 2 Credits

- Puretide Engram Neurochip
Pay 2 Credits.
If your army contains a unit of 6 or more XV8 Crisis Suits pay 1 Credit
[If your army contains a Hunter Contingent Pay 2 Credits](#)
- Drone Controller
If your army contains a Drone Controller on a Commander and no Hunter Contingent, then treat all Marker Drones taken as wargear on Independent Characters as 5 Marker Points.
In addition the unit with the largest number (and second largest for 2 Commanders, and 3rd largest for 3 Commanders, etc) of MK7 Marker Drones (either Drone units or XV8 Crisis Suit units) also count as 5 Marker Points.
If taken on a Commander and your army contains a Hunter Contingent Pay 1 Credit. In addition treat **ALL** MV7 Marker Drones in the army as 5 Marker Points (see Marker Points)
- Vectored Retro Thrusters
Pay 1 Credits
If your army contains Commander Farsight pay 1 Additional Credit
- Commander
Commanders are C1
See Marker Points
Treat a Commander with a XV86 Coldstar Battlesuit as a Flying Monstrous Creature for the [Global Flying Monstrous Creature Rule](#)
- Ethereal (Including Aun'Shi and Aun'Va)
Pay 1 Credit
- Cadre Fireblade
See Marker Points
- Darkstrider
Pay 1 Credit
If your army contains a Hunter Contingent pay 4 Credits.
See Marker Points
- Commander Shadowsun
Pay 2 Credits.
- Farsight's Command Team
If the army contains 4 or more out of the Eight members of the Farsight's Command Team pay 1 Credit

- Shas'O Sha'vastos
See Puretide Engram Neurochip
See Vectored Retro Thrusters
- Sub Commander Torchstar
See Multi-Spectrum Sensor Suite
- XV8 Crisis Suits (Battlesuits and Bodyguards)
Pay 1 Credit for a unit of 6 or 7 Crisis Suits
Pay 2 Credit for a unit of 8 or more Crisis Suits
See Marker Points
- XV95 Ghostkeel Battlesuits
Take the total number of models in the unit (not including MV5 Stealth Drones) and consult the table

No: of Models	Total credit cost
1	0
2	1
3	3
C1 Per Model	

- XV104 Riptide Battlesuits
Pay 2 Credits C1 per XV104 Riptide Battlesuit
- Sniper Drone Team
If your army contains an Ethereal (including Aun'Shi and Aun'Va) Sniper Drone Teams are C1
- TX78 Sky Ray Gunships
Units of 3 TX78 Sky Ray Gunships Pay 1 Credit
If your army contains a Hunter Contingent count each XV78 Sky Ray Gunship as 19 Parker Points instead: see Marker Points
- BroadSides
Pay 1 Credit for a unit of 3 BroadSides.
(Small Games pay 3 Credits instead for a unit of 3 BroadSides)
Regardless of which Detachment they were purchased for or how they are distributed between units of BroadSides, take the total models with BOTH Smart Missile Systems AND High Yield Missile Pods and consult the table below.

No: of Models	Total credit cost
1	0
2	1
3	2
N	N-1=X

- Missile Drones
Regardless of which Detachment they were purchased for or how they are distributed between units take the total number of Missile Drones (do not include shielded missile drones) and consult the table below

No: of Models	Total credit cost
1-3	0
4-6	1
7-9	2
No. Models / 3 (Round Down) - 1	

- **KV128 Stormsurges**
Pay 5 Credits C3 per KV128 Stormsurge
- Hunter Cadre
Pay 1 Credit
Pay 1 Credit for every 4 TX4 Piranhas (round down)
- Retaliation Cadre
Pay 1 Credit
If your army contains a Hunter Contingent and a Cadre Fireblade Pay 1 Credit
- Heavy Retribution Cadre
Pay 5 Credits
If your army contains a Hunter Contingent Pay 3 Credits
- Optimised Stealth Cadre
Pay 3 Credits
If your army contains a Hunter Contingent pay 2 additional Credits
- Firebase Support Cadre
Pay 3 Credits
- Hunter Contingent
Pay 2 Credits (this is in addition to the Hunter Cadre Cost)
If your army contains an Ammo Dump (Stronghold Assault) Pay 2 Credits



- Tidewall Shieldline
Pay 1 Credit
- Tidewall Droneport
Pay 1 Credit
See Marker Points
- Tidewall Gunrig
Pay 1 Credit
- Tidewall Gunfort
Pay 2 Credits
- Tidewall Defence Network
Pay 3 Credit
See Marker Points



Eldar

Codex – Eldar

This Faction contains units that can be found in the following sections:

[Armoured Vehicle Points](#)

- Eldritch Storm
If your army wishes to use the Warp Charge 4 Version of Eldritch Storm, pay 3 Credits.
- Spirit Stone of Anath'La
Pay 1 Credit if taken for a Farseer.
(Small Games pay 2 Credits instead)
- Faolchu's Wing
Pay 2 Credits.
(Small Games pay 3 Credits instead)
- Eldar Jetbikes
Regardless of how they are distributed between units, take the total number of models in your army mounted on Eldar Jetbikes and consult the table. Excluding of Shining Spears and Shining Sear Exarchs

No: of Jetbikes	Total credit cost
1-8	0
9-17	1
18-26	2
27-35	3
36-44	4
No. Jetbikes / 9 (Round Down)	

- Farseers and Eldrad Ulthran
Pay 2 Credits C1.
Pay 1 extra Credit for Eldrad Ulthran.
[If your army contains a Shadow Field pay 1 additional Credit.](#)
- Asurmen
Pay 1 Credit if Asurmen is your Warlord
- Jain Zar
Pay 1 Credit if Jain Zar is your Warlord in a Craftworld Warhost
- Karandras
Pay 1 Credit if your army contains a unit of Striking Scorpions larger than 6 models.

- Baharroth
Pay 2 Credits.
Pay 3 Additional Credits if your army contains a Warlock Council over 5 models mounted on Jetbikes and at least 1 Farseer mounted on a Jetbike
- Maugan Ra
Pay 1 Credit
- [Autarch](#)
Pay 1 Credit for each Autarch with a Warp Jump Generator if your army contains one of the following :
An Autarch with both a Shard of Anaris and Warp Spider Jump Generator
A Warp Spider Exarch
- Warlock Conclave
If the unit is mounted on Jetbikes and your army has 1 Farseer pay 1 Credit per Warlock in the Warlock Conclave over 5.
If your army has 2 or more Farseers pay 2 Credits per Warlock over 5 instead.
- Spiritseers
Spiritseers are C1.
- Windriders
Units of Exactly 3 Jetbikes Pay 1 Credit.
Larger units cost 0 Credits.

Units of Windrider Jetbikes may purchase 1 Shuriken Cannon or Scatter Laser for every 3 Windrider Jetbikes in a unit (do not include the warlock and round down) for 0 Credits.
Each additional pay 1 Credit Each
- Fire Dragons
For each unit can embark on a transport, regardless of if it is another unit's dedicated transport. Pay 1 Credit C1.

- **Wraithguard**
If a unit can be deployed by one of the methods in the table below, pay the number of Credits listed

Unit Type	On Foot	Wave Serpent	Raider or Web Way Portal
Wraithcannons	1	2	3
D-Scythes	1	2	4

Take into account that only 1 unit can be deployed in a transport. If there are more Wraith Guard than transports use the more expensive Credits.

Eg. 3 Units of Wraithguard, 1 with D-Scythes and 2 with Wraithcannons. The army also contains a Fast Attack Wave Serpent and a Fast Attack Raider. The D-Scythes pay the Raider cost at 4 Credits, then 1 of the Wraithcannons pay the Wave Serpent Cost, while the 3rd unit pays the On Foot cost.

- **Warp Spiders**
Pay 1 Credit C1.
Pay 1 additional if a unit contains 8 or more models and an Exarch.
- **Shining Spears**
Units of Exactly 3 models Pay 1 Credit.
Larger units cost 0 Credits.
- **Crimson Hunter**
Pay 1 Credit
- **Hemlock Wraithfighter**
Pay 2 Credits
- **Dark Reapers**
Units of Dark Reapers with Starshot Missiles are C1
In Addition pay 1 Credit for units of 7 or more who have purchased the Starshot Missiles.

- **Vauls Wrath Support Battery**
Vauls Wrath Support Battery are C1.
If the unit contains D-Cannons pay 2 Credit for the 1st D-Cannon and 3 Credits per D-Cannon after.

- **Wraithlords**
Wraithlords are C1.

- **Wraith Knights**
Pay 4 Credits C2.
(Small Games pay 6 instead)
Pay 1 Additional Credit for the Suncannon
Pay 4 Additional Credit for 2 Heavy Wraith Cannons

- **Seer Council**
Pay 1 Credits
Pay 2 Additional if unit is mounted on Jetbikes

- **Aspect Host**
Take the total number units from the following list in this formation and consult the table below: Dire Avengers, Fire Dragons, Swooping Hawks, Warp Spiders, Dark Reapers and Wave Serpents

No: of Units	Total credit cost
1	0
2	1
3+	2

- **Dire Avengers Shrine**
If the formation contains 19 or more Dire Avengers pay 1 Credit
- **Craftworld Warhost**
Pay 2 Credits

Dark Eldar

Codex - Dark Eldar
 Supplement - Hemonculus Covens

This Faction contains units that can be found in the following sections:

[Armoured Vehicle Points](#)
[Fast Assault Units](#)

- **Armour of Misery**
 Pay 1 Credit if your army contains an archangel of pain [or a Mask of Secrets](#)
- **Webway Portal**
 Pay 1 Credit.
- **Urien Rakarth**
 Pay 1 Credit.
- **Groteques**
 Treat units of Grotesques that are 5 models or less C1, if you army has any Raiders.
- **Reaver Jetbikes**
 Regardless of how they are distributed between units, take the total number of Reaver Jetbikes and consult the table.
 In addition, take the total number of Custer Caltrops upgrades and consult the table.

No: of Jetbikes	Total credit cost	Number of Cluster Caltrops	Total credit cost
0-8	0	0-2	0
9-17	1	3-5	1
18-26	2	6-8	2
27-35	3	9-11	3
36-44	4	12-14	4

- **Scourges**
 Units of Scourges are C1.
- **Monstrous Creatures**
 Pay 1 credit for every 3 Splinter Cannons taken on Dark Eldar Monstrous Creatures.
 Take the total number of wounds on Talos (3) and Chronos (3) models in Dark Eldar detachments and consult the table.

Number of Wounds	Total credit cost	Small Games Number of wounds
5-9	1	4-7
10-14	2	8-11
15-19	3	12-15
20-24	4	16-19
25-29	5	20-23
30-34	6	24-27
35-39	7	28-31

- **Corpsethief Claw formation**
 Pay 2 Credits in addition to other costs.
[If your army contains a Dark Artisan Formation](#)
 Pay 1 Credit



Harlequins

Codex – Harlequins

This Faction contains units that can be found in the following sections:

[Armoured Vehicle Points](#)

- Masque Detachment
Farseers (including Eldrad Ulthran) pay 1 additional Credit
- Cegorach's Revenge Formation
Pay 1 Credit
Pay 1 Credit for every Farseer in your army including Eldrad Ulthran
- The Serpent's Brood Formation
Pay 1 Credit for every Farseer in your army including Eldrad Ulthran
- Cast of Players Formation
Pay 1 Credit
- Faolchu's Blade Formation
If your army contains 2 or more Shadowseers, Farseers or Eldrad Ulthran (in any combination) pay 2 Credits

Necrons

Codex - Necrons
 Campaign - Shield of Baal Exterminatus
 White Dwarf Issue 47

This Faction contains units that can be found in the following sections:

[Non Standard Deployment](#)
[Armoured Vehicle Points](#)
[Fast Assault Units](#)

- Resurrection Orbs and The Orb of Eternity Resurrection Orbs (including The Orb of Eternity) are C1
 If your army contains a Cryptek, Illuminator Szeras or Orikan the Diviner Pay 1 Credit C1 instead.
- The Solar Staff
 Pay 3 Credits.
- Solar Thermasite
 Pay 1 Credit
- Cryptek
 Pay 1 Credit C1
- Destroyer Lord
 Pay 1 Credit.
 Pay 1 Additional Credit for the Nightmare Shroud
- Nemesor Zahndrekh
 Pay 2 Credits.
- Illuminator Szeras
 Pay 3 Credits
 Pay 1 Additional Credit if your army contains a Reclamation Legion and no Decurion Detachment
- Orikan the Diviner
 Pay 3 Credits plus 3 extra Credits for each model with a 2+ save that Orikan may join a unit with.
 (Small Games pay 5 Credits instead)
- Catacomb Command Barge
 Pay 1 Credit for each of:
 Phase Shifter, The Nightmare Shroud and Resurrection Orb.


- Lychguard
 Pay 1 Credit for a unit of 6 or more Lychguard
- Triarch Stalker
 Pay 1 Credits if your army contains one or more Triarch Stalkers.
 (Small Games pay 3 Credits instead)
- C'tan Shards
 C'tan Shards are C1 together.
 Pay 1 Credit for the Night Bringer.
 Pay 2 Credits for the Deciver.
 Pay 1 Credit for a Trancendant C'tan.
- Tomb Blades
 Pay 1 Credit if the unit contains any Nebulosopes.
 In addition, regardless of how they are distributed between units, take the total number of Tomb Blades and consult the table.

No: of Tomb Blades	Total credit cost
1-8	0
9-17	1
18-26	2
27-35	3
36-44	4
No. Jetbikes / 9 (Round Down)	

- Destroyers and Heavy Destroyers
 Take the total number of Destroyer and Heavy Destroyer models and consult the table below.

No of Models	Total credit cost
1-2	0
3-5	1
6-8	2
9-11	3
12-14	4
15-17	5
18-20	6
No. Models / 3 (Round Down)	

Units of Destroyers and Heavy Destroyers are C1 together if the army contains a Triarch Stalker.

- 
- Canoptek Spydres
Units of Spydres are (C1).
(Small Games units are C2 instead)
In Addition, if your army has at least 1 unit of Canoptek Scarabs Pay 1 Credit per Canoptek Spyder in your army.
 - Doom Scythes
Pay 1 Credit
 - Obelisk
Pay 7 Credits
 - Tesseract Vault
Pay 15 Credits
 - Decurion Detachment
Pay 1 Credit per 25 Wounds in this detachment with Reanimation Protocols. Models that are Toughness 5 or greater count as double wounds.
 - Destroyer Cult
Pay 1 Credit if part of a Decurion Detachment
Pay 2 Credits if not part of a Decurion Detachment
 - Canoptek Harvest
Pay 1 Credit, pay 3 if your army contains Orikan the Divener.
 - Conclave of the Burning one
Pay 2 credits.
Crypteks from this formation do not count towards the Cryptek cost.

Orks

Codex - Orks

Supplement - Ghazkhull

Campaign - Sanctus Reach I, Red Waarg

Campaign - Sanctus Reach II, Storm Claw

Campaign - Sanctus Reach III, Hour of the Wolf

White Dwarf Issue 21 - Looted Wagon

This Faction contains units that can be found in the following sections:

[Armoured Vehicle Points](#)

[Fast Assault Units](#)

- **WAAARG Warlords**
Pay 1 Credit if your Warlord has the WAAARG special rule.
- **Da Lucky Stikk**
If a model has both Da Lucky Stikk and Mega Armour pay 2 Credits.
(Small Games pay 3 Credits instead)
- **Da Finkin' Kap**
Pay 1 Credit.
- **Mega Force Field**
Pay 2 Credits.
- **Big Mek**
Pay 1 Credit for Kustom Force Field.
- **Tankbustas**
Tankbustas are C1
- **Meganobz**
Take the total number of Meganobz and Boss Meganobs and consult the table.

No: of Models	Total credit cost
0-5	0
6-10	1
11-13	2
14-16	3
1 Additional Credit per group of 3 models	

- **Mek Gunz**
Take the total number of Kannons, Lobbas or Kustom Mega-Cannons in unit of Mek Gunz and consult the table.

No: of Guns	Total credit cost
0-3	0
4-7	1
8-11	2
12-15	3

- **Killa Kans**
If your army contains a Kustom Force Field, take the total number of models in Killa Kan units and consult the table below

Cost with a Kustom Force Field	Total credit cost
2	1
4	2
6	3
8	4
10	5
12	6

- **Gorkanauts and Morkanauts**
Pay 1 additional Credit for Kustom Force Field.
- **Lootas**
Pay 1 Credit C1.
- **Stompa**
Pay 8 credits
- **Ghazghkull Thraka**
Pay 1 Credit.
- **Blitz Brigade formation**
Pay 3 Credits
- **Boss Snikrots Red Skull Kommandos formation**
Pay 2 Credits.
- **The Green Tide formation**
If your army contains a Green Tide Formation the following units incur the following costs.
Big Bosspole pay 1 Credit.
[Werid Boys are C1](#)
Pain Boy pay 2 Credits.
Mad Doc Grotznik pay 3 Credits.
Kustom / Mega Force Field pay 1 Credit.
(Small Games pay 1 Credit for the Green Tide)

Tyranids

Codex - Tyranids

Campaign - Shield of Baal Leviathan

Dataslate - Hive Fleet Leviathan I

Dataslate - Hive Fleet Leviathan II

Dataslate - Hive Fleet Leviathan III

- **Tough Monstrous Creatures**
Regardless of which Detachment or Faction they were purchased for take the total number of wounds from the following models/units and consult the table below.

Hive Tyrant (without Wings or Skyrant Swarm) (4), The Swarmlord (5), Tervigon (6), Haruspex (5), Carnifex (4), Trygon (6), Trygon Prime (6), Mawlock (6), Exocrine (5), Tyranofex (6), Toxicrene (5)

No: of Wounds	Total credit cost	Small Games No: of Wounds
0 - 11	0	0-9
12 - 17	1	10-14
18 - 23	3	15-19
24 - 29	6	20-24
30 - 35	10	25-29
36 - 41	15	30-34
42 - 47	21	35-39

- **Monstrous Bio Cannons**
Regardless of how they are distributed between detachments, take the total number of models with 2 Twin-Linked Devourers and consult the table.

No: of Models	Total credit cost (X)	Small Games cost (X)
1	0	1
2	1	2
3	2	3
4	3	4
N	N-1=X	N=X

- **Flying Hive Tyrants**
Pay 1 Credit C1 for each Hive Tyrant that has both Wings AND 2 shooting weapons. This is in addition to the Flying Monstrous Creature Global Rule and Twin-Linked Devourers cost.

- **Tyrant Guard and Hive Guard**
Take the total number of Tyrant Guard and Hive Guard models and consult the table.

No: of models	Total credit cost
0-2	0
3-5	1
6-8	2
9-11	3
12-14	4
No. Models / 3 (Round Down)	

- **Zoanthrope Brood**
If the unit includes a Neurothrope and 3 or more Zoanthropes Pay 1 Credit
- **Venomthrope Broods**
Pay 2 Credits
Pay 2 extra Credits if you army contains a fortification (this includes an Aegis Defence Line or Promethium Pipe Relay).
- **Tyranid Shrike Brood and Ravener Brood**
Regardless of which Detachment or unit they were purchased for, take the total number of Tyranid Shrikes and Raveners and consult the table.

No: of models	Total credit cost	Small Games No: of Models
0-6	0	0-4
7-13	1	5-9
14-20	2	10-14
21-27	3	15-19

- **Gargoyle Brood**
Regardless of which Detachment or unit they were purchased for, take the total number of Gargoyles and consult the table.

No: of models	Total credit cost
0-19	0
20-39	1
40-59	2
60-79	3
80-99	4
100-119	5

- **Endless Swarm and Skyblight Swarm formations**
Take the total number of models with the Endless Swarm or Skyswarm rules and consult the table.

No: of models	Total credit cost
0-34	0
35-69	1
70-104	2
105-139	3
140-174	4

- **Biovore broods**
Biovore broods are C1.
(Small Games pay 1 Credit C1 instead)
- **Mawlocks**
Mawlocks are C1.
- **Toxicrene**
Toxicrenes are C1
- **Tyrannocyte**
Take the total number of Tyrannocytes and consult the table.
Pay 1 Credit if one or more Tyrannocyte can be filled with a unit of termagants with 10 or more Devourers.

No: of models	Total credit cost
3	1
4	3
5	6
6	10
7	15
8	21

- **Skyrant Swarm formation**
Pay 1 Credit if your army contains a Venomthrope Brood.
(The Hive Tyrant from this formation is considered to NOT have Wings for the purposes of the Tough Monstrous Creatures and Flying Hive Tyrants rules above. It also does not count as a Flying Monstrous Creature for the Flying Monstrous Creatures Global Rule)