

COMMUNITY COMP

February 4th 2015

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IN THE GRIM DARKNESS OF THE FAR FUTURE
THERE IS ONLY WAR

Introduction

Mission Statement

Comp carries with it three systemic problems that cause quite a lot of aggravation within the 40k community.

1. Whether its Panel or Peer comp, judges will sometimes get it wrong. Players get annoyed when try their best to make fair lists to play at a comp event and get stung unreasonably on comp.

2. Panel, Peer and even Community Comp are unavoidably subjective. Our opinions of how good or bad units or lists are can only be based on our own experiences which differ sometimes greatly from person to person.

3. Players have no yard stick by which to measure their armies with so it is impossible for players to guess what their comp score will be. Players who get tired of being the sucker stop trying to make comp friendly lists and their opponents have bad games they couldn't win.

The aim of this system is to remove the guessing game about comp by making everything as transparent as possible. When players know what they are getting into there will be no nasty surprises at the end of an event to upset people. We can't ever get rid of the subjectivity of comp but we can minimise it by tapping into the experience and opinions of the whole community. A small committee will take feedback from the community to help guide their decisions on how best to tweak the system after each release. This will keep the system current and hopefully over time improve to better balance the meta.

The Community Comp team will host tournaments using this system and we are happy for you to use it for your own tournaments if you wish. We ask only that you get in contact with someone from the committee before the event so we can talk about how best to get your feedback so that

we can use that information for continued improvements.

Community Comp Team

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Keep in mind that our input is not limited to just these people, we also take into consideration EVERYONES ideas and opinions for the document. This is a community thing, and we value input from as many different peoples experiences as we possibly can. If you have any suggestions then feel free to express them on our Facebook page and our team will discuss it in depth.

How to use this document

In games of around 1850 points, players may not spend more than 20 Comp Credits. Powerful units and combos will cost some number of comp credits, the more credits spent means the tougher the army.

20 credits is a lot and this will never 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.

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.

Get familiar with the chart on the following page that details how many tournament points you will earn for your comp score. We suggest that players spend somewhere between 8 and 12 credits for balanced armies without being too soft.

Below in the Comp Costing section you will find a set of rules pertaining to each Codex and a set of Global rules which will apply to all armies built within this system.

Games Workshop have produced a plethora of products and rules, not all of which we have processed.

If there is a section for a particular publication like a codex or a supplement and a unit has not been mentioned it does not have a credit cost. If a publication does not have a section then feel free to ask us on the Community Comp Facebook page found in the link below.

www.facebook.com/CommunityComp

Each rule will be split up into their respective force organisation sections but this is just for easy reading. If it is ever of any consequence which force organisation slot a unit is purchased from then it will be explicitly stated in that unit's rule.

Some units will be subject to several rules at once.

Eg: Kairos Fateweaver costs at total of 6 credits. 3 credits for himself, plus 1 for being a Monstrous creature, 1 for having wings and 1 for psychic mastery 3.

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

All costs are designed with the Australian Warhammer 40k FAQ found in the link below.

Most of the time this doesn't matter but occasionally the way you play a particular rule might drastically change how effective a unit is which would effect the cost.

Just like Community Comp this FAQ is a living document that will be updated over time.

<http://www.wargamer.au.com/forum/index.php?showtopic=171500>

IN THE GRIM DARKNESS OF THE FAR FUTURE
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Converting your army's comp value into real tournament points

Once you have made your army and counted up all the comp credits you have spent, the adjacent table will tell you how many tournament points you should score. Use your comp value in the table to the right to figure out how many tournament points your comp value will earn you.

In a standard tournament the available comp points should be about half of what's available for battle.

That would mean in a 5 round tournament where battle is worth 100 points, comp would be worth about 50. In a 3 round tournament where battle is worth 60 points, comp will be worth 30.

The Tournament Points column in the table on the right will apply to a typical 5 round tournament in which there are 20 battle points available each round.

The Percentage column is there to help you convert the score to apply to other tournament formats if needed.

The reason this distribution was chosen is because it encourages people to spend at least 5 credits with very minimal penalty, and discourages people from spending lots of credits with significant penalties in the higher end. Ideally we want to encourage people to spend around 10 credits.

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

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Recent Changes

Every month the Community Comp system will be updated.

We may also do updates during the month for codex releases, or to fix any issues with the system.

All new changes in the document for the current month will be shown in **BLUE**.

- **Added Necrons**
- **Adjusted cost for Flying Hive Tyrants**



**IN THE GRIM DARKNESS OF THE FAR FUTURE
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Cumulative Scoring

This symbol (C1) will appear quite often throughout this document which means cumulative scoring. Some units like Land Raiders, Fliers or Wraith Knights get harder to deal with the more you have and require a special kind of comp cost.

Eg.

- War Walker Squadrons
Pay 2 credits (C1).

The Base Cost of a Squadron of War Walkers is 2 credits and the Cumulative Value is 1.

When Purchasing a single unit with a cumulative cost pay only the base cost.
If you buy more than one of the same kind of unit, the cost of each unit will increase by the Cumulative Value with every additional unit.

Example for
units marked
(C1)

Example for
units marked
(C2)

Units	(C1) Cost	Total Cost	(C2) Cost	Total Cost
1 st	0	0	0	0
2 nd	1	1	2	2
3 rd	2	3	4	6
4 th	3	6	6	12
5 th	4	10	8	20

The numbers listed in the “(C1) Cost” and the “(C2) Cost” columns of the chart to the left are the credits you need to add to the base cost of each unit you buy.

Lets use Eldar War Walkers as an example which are 2 credits (C1) per unit.

The 1st unit costs 2 credits

The 2nd unit costs 2 + 1 credits

The 3rd unit costs 2 + 2 credits

The total cost of all 3 units is 9 credits.

Another example is Nephilim Jetfighters which have no base cost but are (C2)

The 1st unit costs 0 credits

The 2nd unit costs 0 + 2 credits

The 3rd unit costs 0 + 4 credits

The total cost of all 3 units is 6 credits.

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Global Rules

- Detachments

Armies can be comprised of up to 3 detachments.
One of the 3 detachments may ONLY be an Officio Assassinorum detachment.

The other 2 may be any detachment but ONLY 1 may be a "Combined Arms Sized" Detachment.

A "Combined Arms sized" detachment is defined as any detachment with a force organisation chart that is not an allied detachment.

Examples of this are Nemesis Strike force from Codex Grey Knights.
Hive Fleet Detachment from the Shield of Baal Leviathan Campaign book.

- Fliers

You will notice that all Fliers are (C2). Even if you are purchasing Fliers from different Codices, then consider them cumulative together.

- Flying Monstrous Creatures

You will notice that all Flying Monstrous Creatures are (C1). Even if you are purchasing them from different Codices, then consider them cumulative together.

- Transports

Regardless of which codex it was purchased from or what battlefield roll it serves, for every Rhino, Razorback, Immolator, Chimera, Taurox or Taurox Prime in your army beyond the 3rd pay 1 credit.

- Drop pods

For Drop pods that must arrive turn 1 pay 1 credit. Consider them (C1) as of the third.

# Drop Pods	# T1 Pods	Total credit cost
1	1	1
2	1	1
3	2	2
4	2	2
5	3	4
6	3	4
7	4	7
8	4	7
9	5	11
10	5	11
11	6	16

- Model Count

For every 55 models in your army pay 1 credit. Do not include your fortification section.

- Fast Independent Characters

For Independent Characters with more than one wound, 2+ armour saves and that are mounted on either a bike, jetbike or cavalry apply the following rule.

Add up all the wounds on all of these Characters and consult the table below for the cost.

# Wounds	Cost
0-3	0
4-6	1
7-9	3
10-12	6
13-15	10
16-18	15
19-21	21

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- Land Raiders
You will notice that all Land Raiders are (C2). Even if you are purchasing them from different Codices, then consider them cumulative together.

- Armour Value 13
Similar to Drop Pods, Consider Vehicles with a front Armour facing of 13 (C1) as of the third. Vehicles with Quantum Shielding count as AV 13.

- Cypher
Pay 3 credits.

- Summoned Deamons
Make sure to check the Chaos Deamons page for any costs associated with wargear or psychic powers with for your Summoned Daemon units.

- Telepaths and Invisibility
If any Psykers in your army wish to access the Invisibility psychic power from the Telepathy tree, you may pay 8 credits.
If this cost is not paid you must re-roll any invisibility results in the same way as you would if you already had the power.

- Be'Lakor
Pay 3 credits (C1).
Be'Lakor loses the Invisibility power unless you pay 8 credits for the Telepath rule.

# AV 13	Cost per unit	Total credit cost
1	0	0
2	0	0
3	1	1
4	2	3
5	3	6
6	4	10
N	N-2	

IN THE GRIM DARKNESS OF THE FAR FUTURE
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Astra Militarum and Militarum Tempestus

Astra Militarum specific rules:

- Tanks
If your army contains at least one tank from Codex Astra Militarum, pay 1 credit for every Tank beyond the 6th regardless of which Codex they were purchased from.
- Heirlooms of Conquest
Pay 2 credits for each of Kurovs Aquila and The Laurels of Command.

HQ:

- Tank Commanders
Pay 1 credit for Knight Commander Pask if in a Leman Russ Punisher.
- Commisar Yarrick
Pay 2 credits.
- Ministorum Priests
Pay 1 credit (C1).

Troops:

- Infantry Platoons
If your army contains one or more Infantry Platoons that contains 4 or 5 Infantry Squads or a unit of Conscripts larger than 35, pay 1 credit for each Independent character in the army that can join it.
Do not include Engineisers, Primaris Psykers or Ministorum Priests.

Elites:

- Bullgryns
Pay 1 credit.
- Wyrdvane Psykers
Pay 1 credit.

Fast attack:

- Fliers
For any Vendetta Gunships or Valkyrie Assault Carriers pay 1 credit (C2).

Heavy support:

- Leman Russ Squadrons
Pay 1 credit for any of the following
Leman Russ Battle tank
Leman Russ Exterminator
Leman Russ Vanquisher
Leman Russ Eradicator
Leman Russ Demolisher
Pay 2 credits for any of the following
Leman Russ Punisher
Leman Russ Executioner
- 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.

- Death Strike Missile Launcher
Death Strike Missile Launchers are 1 credit (C1).

Codex - Militarum Tempestus

Campaign book - Sanctus Reach 1, The Red WAAAARG

Space Marines

Space Marines specific rules:

- Grav guns
Each unit that contains Grav Guns or Grav cannons carried by models with the Relentless or Slow and Purposeful special rules pay 1 credit.
- White Scars Chapter Tactics
All White Scars Independent Characters pay 1 credit.
Pay 2 credits if it can join a Battle Brothers unit.

HQ:

- Chief Librarian Tigurius
Pay 4 credits.
- Kor'sarro Khan
Pay 3 credits in addition to the White Scars rule above.
- High Marshal Helbrecht
Pay 1 credit.
- Honor Guard
Pay 1 credit.
- Command squad
Pay 1 credit if the unit is mounted on bikes. Pay 1 credit for the Apothecary when mounted on bikes.
- 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.

Elites:

- Sternguard Veterans Squad
Pay 1 credit (C1).
- Assault Centurions Squad
Pay 1 credit (C1).

Fast attack:

- Stormtalon Gunship
Pay 1 credit (C2).
- Bikes
For every 9 White Scars Bikes taken as troops pay 1 credit. (This does not include Scout or Attack Bikes)
If your army contains Kor'sarro Karn instead pay 1 credit for every 5.

Heavy support:

- Land Raiders
Regardless of type pay 2 credits (C2).
- Devastator Centurion Squad
Pay 1 credit for the unit and 1 extra credit for each additional Centurion in that unit.
Pay 1 credit for the Omniscope.
Pay 1 credit for each unit of Centurions that can board a Drop Pod.
- Thunderfire Cannon
Pay 2 credits.
- Stormraven Gunship
Pay 3 credits (C2).
- Devastator
Devastators with the Imperial Fists Chapter Tactics are (C1).

Dataslates:

Adeptus Astrates Storm wing
Reclusaim Command Squad
Strikeforce Ultra
Tyrannic War Veterans

Suppliment - Clan Raukaan

Suppliment - Sentinels of Terra

Blood Angels

HQ:

- Mephiston Lord of Death
Pay 1 credit.
- Sanguinary Priests
Pay 1 credit and 1 additional credit if it may join a unit from a Battle Brothers Detachment.
- Brother Corbulo
Pay 2 credits and 1 additional credit if it may join a unit from a Battle Brothers Detachment.

Heavy support:

- Stormraven Gunships
Pay 3 credits C2.
- Land Raiders
Regardless of Variant pay 2 credits C2.

Campaign book - Shield of Baal
Exterminatus

Lords of War:

- Commander Dante
Pay 2 credits and 1 additional credit if he is the Warlord.

Elites:

- Sternguard Veterans Squad
Pay 1 credit (C1).
- Death Company
Pay 1 credit for any unit equipped with Jump Packs.
- Sanguinary Guard
Pay 1 Credit.

Dark Angels

Dark Angels specific rules:

- Power Field Generator
Pay 2 credits.
- Banners of Devastation
Pay 1 credit for every 6 bolt guns in your Dark Angels Detachments. This includes Twin-Linked Bolt guns and Combi Weapons. Hurricane Bolters count as 3 Boltguns.
- Standard of Fortitude
Pay 2 credits
- Deathwing Company Banner
Pay 1 credit.

HQ:

- Azrael
Pay 2 credits if your army contains a unit larger than 30 models he may join.
- Sammael
For the Corvex (jetbike) pay 2 credits and 1 extra credit if in an army with a detachment that is battle brothers with Dark angels. This includes the Fast I.C cost. For the Sabelclaw (land speeder) pay 1 credit.
- Ravenwing Command Squad
Pay 1 credit and 1 extra credit for the Apothacary upgrade.

Elites:

- Company Veterans
Pay 1 credit (C1).
- Deathwing
For each Deathwing Terminators Squad pay 1 credit if taken as a Troops choice.

Fast Attack:

- Ravenwing Attack Squadrons
Pay 1 credit or pay 2 credits if taken as a Troops choice
- Ravenwing Black Knights
Pay 1 credit.
- Fliers
The Nephilim Jetfighter or the Ravenwing Dark Talon are both (C2)

Heavy Support:

- Land Raiders
Regardless of type pay 2 credits (C2).
Pay 1 additional credit for the Deathwing Vehicle upgrade.

Dataslate - Conclave of Librarians
Models in this formation are C1

Dataslate - Unrelenting Hunt

Space Wolves

Space Wolves specific rules

- Blood Claws and Sky Claws
Lots of 20 Blood Claws and Sky Claws are C1

HQ:

- Harald Deathwolf
Pay 1 credit plus 1 extra credit for every 20 Fenrisian wolves in your army. This includes the Fast I.C

rule.

- Cannis Wolfborn
Pay 1 credit plus 1 extra credit for every 20 Fenrisian wolves in your army.
- Ulrich the Slayer
Pay 2 credits.
- Bjorn the Fell Handed
Pay 1 credit if your army contains Inquisitor Coteaz.

Elites:

- Drednought
Drednoughts with Blizzard Shields are C1.
- Wolf guard
Pay 1 credit for any unit of Wolf Guard with 3 or more Combi Melta or Plasma that can board a Drop Pod.
- Wolf Guard Terminators
Pay 1 credit for any unit of Wolf Guard with 3 or more Combi Melta or Plasma that can board a Drop Pod.

Fast attack:

- Thunder Wolf Cavalry
Pay 1 credit for a unit of 3 and 2 credits for a unit of 5 or more Thunder Wolf Cavalry.

- Storm Wolf
Pay 3 credits C2.

Heavy support:

- Storm Fang Gunship
Pay 2 credit C2.
- Land Raiders
Regardless of type pay 2 credits C2.

Lords of War:

- Logan Grimnar
Pay 3 credits for the Stormrider.

Suppliment - Champions of Fenris

Campaign books:

- Sanctus Reach II, Stormclaw
- Sanctus Reach III, Hour of the Wolf

Grey Knights

Grey Knights specific rules:

- Personal Teleporters
All units with Personal Teleporters are C1. Consider them cumulative together.

HQ:

- Librarian
Pay 1 credit for Mastery 3.
Pay 1 additional credit for the Domina Liber Daemonica.

Elites:

- Paladins
Pay 1 credit for 5 Paladins and 2 credits for 10.
Pay 2 credits for the Apothecary.
Pay 1 credit for a Brotherhood Banner or Nemesis Banner.

Fast attack:

- Stormraven Gunship
Pay 3 credits C2.
- Interceptor Squads
Pay 1 credit C1.

Heavy support:

- Dreadknights
Pay 1 credit for each Ranged Weapon.
- Land Raiders
Regardless of type pay 2 credits C2

Lords of War:

- Lord Kaldor Draigo
Pay 1 credit.
Pay 2 additional credits if your army contains a unit of Devastator Centurions larger than 4 models or a unit of Paladins larger than 7 models.
Pay 1 additional credit if your army contains Chief Librarian Tigerius.

Detachments:

- Grey Knights Brotherhood.
If your army contains a Comms Relay pay 3 credits.
- Nemesis Strike Force
If your army contains a Comms Relay pay 3 credits.

GREY KNIGHTS

Adepta Sororitas

Adepta Sororitas specific rules:

- The Cloak of Saint Aspira
Pay 1 credit.
- Sacred Banner of the Order Militant
Pay 2 credits.
- Blessed Standard
Pay 1 credit.

HQ:

- Saint Celestine
Pay 2 credits.
- Ministorum Priest
For any Ministorum Priest
(including Uriah Jacobus) pay 1
credit (C1).

Heavy support:

- Exorcist
Pay 1 credit.
- Pentient Engines
Pentient Engines are (C1).

ADEPTA SORORITAS

Inquisition

Inquisition specific rules:

- Psychotrope Grenades
Pay 1 credit.
- Rad Grenades
Pay 1 credit.
- Lieber Heressius
Pay 1 credit.

HQ:

- Inquisitor Coteaz
Pay 2 credits.
- Inquisitor Karamazov
Pay 1 credit for the Rad Grenades
carried by Inquisitor Karamazov.

Elites:

- Henchman war bands
For each unit containing 1 or more
Ministorum Priests pay 1 credit.

Dedicated transport:

- Land Raiders
Regardless of type pay 2 credits
(C2).
Pay 1 extra credit for Psybolt
Ammunition on Land raider
Crusaders.
- Valkyrie Assault Carrier
Pay 1 credit (C2).

INQUISITION

Imperial Knights, Legion of the Damned and Imperial Assassins

Imperial Knights:

- Imperial Knights are NOT subject to the AV 13 Global Rule. Instead just pay the following costs for each Knight
- For the first Knight
Pay 5 credits for either variant.
- For second Knight
Pay 7 credits for either variant.
- For third Knight
Pay 8 credits for either variant.

White Dwarf release:

- Gerantius the Forgotten Knight
Pay 1 additional Credit in addition to the Imperial Knight cost.

Campaign book - Sanctus Reach I, The Red Waaarg

- Adamantium Lance Formation
Pay 1 credit in addition to the Imperial Knight cost.

Legion of the Damned:

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

Imperial Assassins:

- Callexus Assassin
Callexus Assassins are C1.
If the Callexus Assassin is able to board a Drop Pod or a Flier, pay 2 credits.
- Vindicare Assassin
Vindicare Assassins are C1.
- Callidus Assassin
Callidus Assassins are C1.

IMPERIAL
KNIGHTS

Chaos Space Marines

Chaos Space Marine Specific rules:

Heavy support:

- The Eye of Night
Pay 1 credit.
- Spell Familiar and Balestar of Mannon
Pay 1 credit each.

- Obliterators
Regardless of how they are distributed between units, pay 1 credit for every 2 Obliterators.
Pay 1 credit for every 2 Obliterators with the Mark of Nurgle.

HQ:

- Deamon Princes
Demon Princes with Wings are C1.
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.

- Land Raiders
Pay 1 credit C2.

- Havocs
Havoks are C1.

Suppliment - Black Legion

Suppliment - Crimson Slaughter

Dataslate - Hell Brutes

Dataslate - Kranons hellguard

- Sorcerers
Sorcerers are C1 and pay 1 credit for Psychic Mastery Level 2.
Pay 1 extra credit for Mastery level 3.
- Ahriman
Pay 2 credits and 1 extra credit if he is your Warlord.
- Huron Blackheart
Pay 1 credit if he is your Warlord.

Fast Attack:

- Spawn
Pay 1 credit (C1).
Pay 1 extra credit for the Mark of Nurgle.
- Heldrakes
Pay 1 credit for each Heldrake C2
Pay 2 credit for each Baleflamer.

Chaos Daemons

Chaos Daemons specific rules:

- Greater and Demon Princes
If a Daemon has wings credit C1.
Pay 1 credit for Psychic Mastery level 2 and 1 additional credit for Mastery level 3.
- Exalted Rewards
You may pay 2 credits. If this cost is not paid you may not select the Grimwar of True Names on any unit including Summoned units.
If your army contains any Screammers of Tzeench pay 3 credits instead.

HQ:

- Kairos Fateweaver
Pay a total of 6 credits C1
4 credits for Kairos
2 credits is for his Psyker mastery.
Kairos has Wings and is C1
Pay an additional 8 credits if the Grimwar of True Names cost was paid.
- Heralds
Heralds of Psychic Mastery level 2 or more are C1.
Pay 1 credit for Psychic Mastery level 3 on Heralds of Tzeench.

For the Exalted Locus of Conjunction pay 1 credit.
For the Exalted Locus of Beguilement pay 1 credit.

Troops:

- Horrors of Tzeench
Units of 11 or more Horrors are C1 as of the third.

Elites and Fast Attack:

- Fast assault units
Pay 1 credit for every full 8 models of all of the following units.

Blood Crushers
Flamers of Tzeench
Fiends of Slanesh
Beasts of Nurgle
Flesh Hounds of Khorne
Screamers of Tzeench
Plague drones of Nurgle

Count every 2 of the following as 1 model.

Seekers of Slanesh
Chaos Furies

Heavy support:

- Soul Grinder
Pay 1 credit
- Seeker Cavalcade
Pay 1 credit C1.

CHAOS
DAEMONS

Tau Empire

Tau Empire specific rules:

- Vectored Retro Thrusters
Pay 2 credits if taken on an any Independent Character.
- Multi Spectrum Sensor Suite
Pay 2 credits.
- Command and Control Node
Pay 2 credits.
- Puretide Engram Neurochip
Pay 3 credits.
- Smart Missile Systems
For any vehicle with a SMS pay 1 credit.
- XV8 Crisis Battle suits
For models in an XV8 Crisis Battlesuits including Commanders, apply the following rule.
The 4th, 5th and 6th model pay 1 credit.
Pay 1 credit for every 2 models from the 6th onward. This means the 7th is free but the 8th is 1 credit.

HQ:

- Commander Shadowsun
Pay 3 credits.
- Commander Farsight
Pay 2 credits.
- Ethereal
If your army contains at least 1 Ethereal (Including Special characters) pay 1 credit for every 8 Fire warriors, Pathfinders, Kroot Carnivores, Gun and Sniper Drones in your army.

Elites:

- Riptides
For any Riptide including O'Vesa
Pay 2 credits C2.
- Stealth Suits.
Units of Stealth Suits are C1.

Fast attack:

- Piranha Squadron
Pay 1 credits C1.
- Fliers
For the Sun Shark Bomber or the Razor Shark Strike Fighter Pay 1 credit C2.

Heavy support:

- Broadside
Broadside Teams are C1.
Pay 1 credit for a unit of 3 Broadside.
Pay 1 credit for each Broadside model with a Smart Missile System and/or High Yeild Missile Pod.
For every 3 Missile Drones pay 1 credit.

- Skyray
Pay 1 credit C2.
- Sniper Drones
Teams of Sniper Drones are C1.

Suppliment - Farsight Enclave

Dataslate - Tau Firebase Cadre

Eldar

Eldar specific rules:

- Faolchu's Wing
Pay 2 credits.

- Spirit Stone of Anath'La
Pay 1 credit if taken for a Farseer.

- Mantle of the Laughing God
Pay 1 credit.

- Jetbikes
For every 9 models on Eldar
Jetbikes pay 1 credit, regardless of
how they are distributed between
units.

HQ:

- Baharroth
Pay 2 credits.
- Farseers
Pay 2 credits C1.
Pay 1 extra credit for Eldrad
Ulthran.

Ulthran.

- Spirit Seers
Spirit Seers are C1.
- Avatar of Khaine
Pay 1 credit for every 40 Eldar
models in your army.
- Seer Council
For each Farseer in your army, pay
1 credit for each Warlock on Jetbike
beyond the 5th.

Elites:

- Fire Dragons
Pay 1 credit C1.
- Harlequins
Pay 1 credit C1.

- Wraithguard
Pay 1 credit.
(not include Wraithblades)
Dedicated Transports:

- Wave Serpents
Pay 1 credit C2.

Fast attack:

- Warp Spiders
Pay 1 credit C2.
- Crimson Hunter
Pay 1 credit C2.

- Hemlock Wraithfighter
Pay 1 credit C2.
- Viper Squadrons
Viper Squadrons are C1.

Heavy support:

- Vauls Wrath Support Battery
Pay 1 credits C1.
- Grav tanks
Fire Prisms, Falcons and Night
Spinners are together C1.
- War Walker Squadrons
Pay 2 credits C1.
- Wraith Knights
Pay 3 credits C2.
- Wraith Lords
Wraithlords are C1.

Supplement - Iyanden

Dataslate - Ghost Warriors

Dark Eldar

Dark Eldar specific rules:

- Splinter Cannons
Regardless of how they are distributed between units, pay 1 credit for every third Splinter Cannon mounted on a vehicle.
- Lance Weapons
Regardless of how they are distributed between units, pay 1 credit for every 5 weapons with the Lance special rule.
Exclude from this cost any Heavy weapons mounted on non relentless units.
- Armour of Misery
Pay 1 credit if your army contains an archangel of pain
- Webway Portal
Pay 1 credit.

HQ:

- Urien Rakarth
Pay 1 credit.

Elites:

- Groteques
Treat units of Grotesques that are 5 models or less C1, if you army has any Raiders.

Fast attack:

- Reaver Jetbikes
Pay 1 credit for every 9 Reaver Jetbikes regardless of how they are distributed between units. In addition pay 1 for every 3 Custer Caltrops upgrades again regardless of how they are distributed between units.
- Scourges
Units of Scourges are C1.
- Razorwing Fighter
The Razorwing Fighter C2.

Heavy support:

- Monstrous Creatures
For every 5 wounds worth of Monstrous creatures in this detachment pay 1 credit.
- Voidraven Bomber
The Voidraven Bomber is C2.

Suppliment - Hemonculus Coversns

- Corpsetheif Claw
Pay 2 credits in addition to other costs.

DARK
ELDAR

Necrons

Necrons specific rules:

- Fliers
For every Night Scythe or Doom Scythe pay 1 credit C2.
- Solar Staff
Pay 1 credit.
- Veil of Darkness
Pay 1 credit.
- 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.

HQ:

- Illuminator Szeras and Anraky the Traveller
Pay 1 credit if your army contains a unit of Immortals, Illuminator Szeras and Anrkyr the Traveler.
- Nemesor Zahndrekh
Pay 2 credits.
- Destroyer Lord
Pay 1 credit.
- Orikan the Divener
Pay 4 credits plus 3 extra credits for each model with a 2+ save that Orikan may join a unit with.
- Catacomb Command Barge
Pay 1 credit.
Pay 1 credit for each of:
Phase Shifter, The Nightmare Shroud and Resurrection Orb.

Campaign book - Shield of Baal Exterminatus

- Solar Thermasite
Pay 1 credit

Elites:

- Triarch Stalker
Pay 2 credits if your army contains 1 or more Triarch Stalkers.
- Triarch Praetorians
Pay 1 credit.

Fast attack:

- Canoptek Wraiths
Pay 1 credit per 5 models regardless of how they are distributed between units. Units of wraiths are C1.
- Tomb Blades
Pay 1 credit if the unit contains any Nebuloscopes.

Heavy support:

- Canoptek Spyders
Units of Spyders are (C1).
Pay 1 credit per model in each unit.
- Monolith
Pay 1 credit.
- Destroyers and Heavy Destroyers
Units are C1 together if the army contains a Triarch Stalker.

Lords of War:

- Tesseract Vault and Obelisk
Banned

Formations

- Decurion Detachment
Counts as a Combined Arms sized.
- Destroyer Cult
Pay 1 credit per unit.
- Canptek Harvest
Pay 1 credit, pay 3 if your army contains Orikan the Divener.

Orks

Ork specific rules:

- The Lucky Stick
If a model has both the Lucky Stick and Mega Armour pay 2 credits.
- Da Finkin' Kap
Pay 1 credit.
- Mega Force Field
Pay 2 credits.
- Gorkanauts and Morkanauts
Pay 2 credits C1.
Pay 1 additional Credit for Kustom Force Field.
- Lootaz
Pay 1 credit C1.

HQ:

- War Boss
If your Warlord is a War Boss or Gazkul Thraka pay 1 credit.
- Big Mek
Pay 1 credit for Kustom Force Field.

Elites:

- Meganobz
Pay 1 credit.

Fast attack:

- War Buggies and Deff Koptas
War Buggies and Deff Koptas are together C1.

Heavy support:

- Battlewagons
Pay 1 credit C1.
- Killa Kan
For every 3 Killa Kans pay 1 credit.
If your army contains a Kustom Force Field pay 2 credits instead.
- Mek Guns
Pay 1 credit for every 4 of the following weapons. Kannons, Lobbaz, Kustom Mega Cannons.

Lords of War:

- Ghazghkull Thraka
Pay 1 credit in addition to the Warboss Rule.
- Stompa
BANNED

Suppliment - Ghazkhull

- Blitz Brigade
Pay 3 credits in addition to the Battle Wagons.
- Boss Snikrots Red Skull Kommandos
Pay 2 credits.
- The Green Tide
If your army contains a Big Bosspole pay 1 credit.
If your army contains a Pain Boy pay 2 credits.
If your army contains Mad Doc Grotznik pay 3 credits.
If your army contains a Kustom or Mega Force Field pay 1 credit.

Campaign books:

Sanctus Reach I, Red Waarg
Sanctus Reach II, Storm Claw
Sanctus Reach III, Hour of the Wolf

White Dwarf release - Looted Wagon

- No cost

Tyranids

Tyranid specific rules:

- **Monstrous Creatures**
Flying monstrous creatures are C1.
Lots of 6 wounds worth of
Monstrous Creatures across all
Tyranid Detachments are C1.

# Wounds	Cost
0 - 11	0
12 - 17	1
18 - 23	3
24 - 29	6
30 - 35	10
36 - 41	15
42 - 47	21

HQ:

- **Hive Tyrants**
Pay 1 credit C1 for each Hive Tyrant that has both Wings and 2 shooting weapons. This is in addition to the FMC cost.

Elites:

- **Hive guard broods**
Hive guard broods are (C1).
- **Venomthrope broods**
For Venomthrope broods pay 2 credits and 2 extra credits if you army contains a fortification.

Fast attack:

- **Ravens and Shrikes**
Regardless of how they are distributed between units, pay 1 credit for every 7 Ravens or Shrikes
- **Gargoyles**
Pay 1 credit for every 21 gargoyles.

Heavy support:

- **Mawlocks**
Mawlocks are (C1).
- **Biovore broods**
Biovore broods are (C1).

Dataslate - Hive Fleet Leviathan I

Dataslate - Hive Fleet Leviathan II

- Pay 1 credit for every 35 models with either the Skyswarm or Endless Swarm special rules.

Dataslate - Hive Fleet Leviathan III

Campaign book - Shield of Baal Leviathan

- **Toxicrene**
Toxicrenes are C1
- **Tyrannocyte**
Tyrannocytes are not counted for the Monstrous Creatures rule. Tyrannocytes are C1 after the first. Pay 1 credit one time only if an army contains a Tyrannocyte which may be boarded by a unit of Termagants with 10 or more Devourers.
- **Sporocyst**
Sporocysts are not counted for the Monstrous Creatures rule.
- **Skyrant Swarm**
Pay 1 credit if your army contains a Venomthrope Brood.

Stronghold Assault

- Honoured Imperium or Vengeance
Weapon battery
Pay 1 credit.
- Aegis Defense Line
Pay 1 credit.
- Bastion
Pay 2 credits.
- Skyshield Landing Pad
Pay 2 credits.
- Wall of Martyrs Imperial Bunker,
Defense Line and Defense
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 7 credits.
- Vortex Missile Aquila Defence
point
Pay 6 credits.
- Escape Hatch
Pay 1 credit.
- Void Shield Generator
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**STRONGHOLD
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