



# COMMUNITY COMP

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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 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 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.



## Converting Your Credits to Comp Scores

Each Tournament has a different number of Tournament Points allocated to a various group of 'Categories'. Some tournaments are pure Battle Based, the only scores you receive are based on how much you win your game. Other tournaments may be more focused at the entire hobby, the battle, the presentation and army selection.

The Community Comp Team suggest that the Community Comp Tournament Points be approx. 50% of the number of Tournament Points allocated to the Battle component. The table below shows a 'Standard' 20 Credit Limit Tournament, where battle is worth 100 points (say 5 battles of 20 points each). The % Available column is to make it easy for an event to change the number of points allocated to Composition and have the percentage easily work out the rest.

So if it was just a 4 round tournament at 20 points a game, then Composition may be out of 40 instead, and if you attend with a 10 Credit list, you should receive 70% of that score which is 28 out of 40. This is just a guide, a Tournament Organiser 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.

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



## Recent Changes

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- Australian FAQ recommendation
- Codex: Skitarii
- Skitarii Mantiple Detachment
- The Wolves Unleashed Detachment
- Additional Examples of Small Detachments
- Cleared up wording on Fast IC Rule
- Cleared up wording on Ork Warlords
- Craftworld Warhost
- Codex: Eldar
- Added White Dwarf Issue Numbers where relevant.
- Cleared up Obliterator Model Count Table
- Decurion Detachment (Necrons)
- Quantum Shielding clarification
- Illuminator Szearas
- Ghost Arks
- Destroyers, Heavy Destroyers and Destroyer Cult
- Cleared up Tau Crisis Suit Table

# Detachments

## Detachments

Armies can be comprised of up to 3 detachments.

- 1 of these detachments may be any detachment.
- 1 of these detachments may be any detachment but may not be a Large Detachment as defined below.
- 1 of these detachments can ONLY be a small detachment as defined below.

**Large Detachments:** The following detachments are treated as a Large Detachment. 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

- 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)
- Covenite 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 Mantiple Detachment \(Skitarii Codex\)](#)
- [Craftworld Warhost \(Eldar Codex\)](#)

**Small Detachment** is defined as any detachment that consists of a single unit. Examples of these (but not limiting to just this list) are:

- An Inquisition Detachment of a single Inquisitor
- A Legion of the Damned Detachment of just one unit of Legion of the Damned
- An Officio Assassinorum detachment
- A Helfist Murderpack Formation
- A Skytyrant Swarm Formation
- [Grimnars War Council Formation \(but can only ever deploy as a single unit if taken as your small detachment\)](#)

## 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, Fliers, etc. become harder to deal with the more you have and require a special kind of Credit cost.

Units that appear in multiple sources that may have a different Faction but the same unit name (eg. Sternguard Veteran Squads are in Space Marines and Blood Angels) are still considered Cumulative with each other.

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.

Example:

- Sternguard Veterans Squad  
Pay 1 Credit C1.

The base cost of the Sternguard Veteran Squad is 1 Credit, with a cumulative Credit of 1.

No of Sternguard	Base Cost	Cumulative Cost	Total Cost Per Unit
1	1	0	1
2	1	1X1=1	1+1=2
3	1	1X2=2	1+2=3
4	1	1X3=3	1+3=4
5	1	1X4=4	1+4=5

So if a Player was to purchase 3 units of Sternguard they would be paying 6 Credits (1 for 1<sup>st</sup>, 2 for 2<sup>nd</sup> and 3 for the 3<sup>rd</sup>)

# Global Rules

- **Model Count**  
For every 55 models in your army pay 1 credit.  
Do not include your fortification section.
- **Fliers**  
All Fliers are C2 even if they are not listed.  
Even different types of Fliers or Fliers purchased from different detachments, then consider them cumulative together.
- **Flying Monstrous Creatures**  
All Flying Monstrous Creatures are C1.  
Even different types of FMCs or FMCs purchased from different detachments, then consider them cumulative together.
- **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.
- **Drop Pods**  
For Drop pods that must arrive turn 1, pay 1 Credit, and consider them C1 as of the third.

No of Drop Pods	No. Turn 1 Drop 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

- **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.
- **Be'Lakor**  
Pay 3 credits C1.  
Be'Lakor loses the Invisibility power unless you pay 8 credits for the Telepath rule.
- **Transports**  
Regardless of which Codex or Detachment they were purchased for take the total number of the following vehicles and consult the table below.  
Rhino, Razorback, Immolator, Chimera, Taurox and Taurox Prime

No: of Vehicles	Total credit cost (X)
3	0
4	1
5	2
6	3
N	$N-3=X$



- **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
19-21	21

- **Summoning/Conjuration Psychic Powers**  
If you wish to cast conjuration psychic powers, then please consult the table below for how many you can cast per turn compared to the number of Credits spent

Number of Successful Conjurations	Total credit cost
0-2	0
3	1
4	3
5	6
6	10
7	15
8	21

- **Armour Value 12 Walkers**  
Regardless of which Detachment they were purchased for, take the total number of Walkers with a front armour value of 12 and consult the table below.

Number of Walkers	Total credit cost (X)
3	0
4	1
5	2
6	3
N	$N-3=X$

- **Armour Value 13**  
Regardless of which Detachment they were purchased for, take the total number of Vehicles with a front armour value of 13 and consult the table. Vehicles with Quantum Shielding rule count as AV 13.

No: of AV 13	Total credit cost
2	0
3	1
4	3
5	6
6	10
7	15
8	21





## Stronghold Assault

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- Honoured Imperium  
Pay 1 credit.
- Vengeance Weapon battery  
Pay 1 credit per Battery.
- Aegis Defense Line  
Pay 1 credit.
- Bastion  
Pay 2 credits.
- Skyshield Landing Pad  
Pay 2 credits.
- 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  
**BANNED.**
- Vortex Missile Aquila Defence point  
**BANNED.**
- Escape Hatch  
Pay 1 credit.
- Void Shield Generator  
**BANNED.**

# Astra Militarum

Codex - Astra Militarum  
 Codex - Miliatarum Tempestus  
 Campaign - Sanctus Reach 1, The Red WAAAARG

- Tanks  
 If your army contains at least one Vehicle with the Tank type from Codex Astra Miliatarum Regardless of which Detachment they were purchased for take the total number of Tanks and consult the table below.

No: of Vehicles (N)	Total credit cost (X)
6	0
7	1
8	2
9	3
N	$N-6=X$

- Heirlooms of Conquest  
 Pay 2 credits for each of Kurovs Aquila and The Laurels of Command.
- Tank Commanders  
 Pay 1 credit for Knight Commander Pask if in a Lemman Russ Punnisher.  
 (Small games Pay 3 instead)
- Commisar Yarrick  
 Pay 1 credits.
- Ministorum Priests  
 Pay 1 credit C1.
- 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 Engineeers, Primaris Psykers or Ministorum Priests.
- Bullgryns  
 Pay 1 credit.
- Wyrdvane Psykers  
 Pay 1 credit.

- Valkyries and Vendettas  
 For any Vendetta Gunship or Valkyrie Assault Carriers pay 1 credit C2.
- Lemman Russ Squadrons  
 Pay 1 credit for any of the following  
 Lemman Russ Battle tank  
 Lemman Russ Exterminator  
 Lemman Russ Vanquisher  
 Lemman Russ Eradicator  
 Lemman Russ Demolisher  
  
 Pay 2 credits for any of the following  
 Lemman Russ Punisher  
 Lemman 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.

# Space Marines

Codex - Space Marines

Suppliment - Clan Raukaan

Suppliment - Sentinels of Terra

Dataslate - Adeptus Astrates Storm wing

Dataslate - Reclusaim Command Squad

Dataslate - Strikeforce Ultra

Dataslate - Tyrannic War Veterans

- 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.
- 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.

- Sternguard Veterans Squad  
Pay 1 credit C1.
- Assault Centurions Squad  
Pay 1 credit C1.
- Stormtalon Gunship  
Pay 1 credit C2.
- Bikes  
Take the total number of models in Space Marine Bike squads that fill the Troops Battlefield Role and consult the table. This does not include Scout or Attack Bike squads.

No: of Bikes	Total credit cost	No: of Bikes	Cost with Kor'sarro Kharn
0-8	0	0-4	0
9-17	1	5-9	1
18-26	2	10-14	2
27-35	3	15-19	3
36-44	4	20-24	4
45-53	5	25-29	5
54-62	6	30-34	6

- 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 purchased for 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.



# Blood Angels

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Codex - Blood Angels

Campaign - Shield of Baal Exterminatus

- Banner of the Archangel Host  
Pay 2 Credits
- 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.
- Sternguard Veterans Squad  
Pay 1 credit C1.
- Death Company  
Pay 1 credit for any unit equipped with Jump Packs.
- Sanguinary Guard  
Units larger than 5 models, Pay 1 Credit.
- Stormraven Gunships  
Pay 3 credits C2.
- Land Raiders  
Regardless of Variant pay 2 credits C2.
- Commander Dante  
Pay 2 credits and 1 additional credit if he is the Warlord.
- 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

# Dark Angels

Codex - Dark Angels  
 Dataslate - Conclave of Librarians  
 Dataslate - Unrelenting Hunt

- Power Field Generator  
Pay 2 credits.
- Banners of Devastation  
Take the total number of Bolt Guns in this detachment and consult the table for the cost of the Banner of Devistation.  
Include Twin-Linked Bolt guns and Combi Weapons. Hurricane Bolters count as 3 Boltguns.

No: of Bolt Guns (N)	Total credit cost for the Banner (X)
0-5	0
6-11	1
12-17	2
18-23	3
24-29	4
30-35	5
N/6 round down	$N/6=X$

- Standard of Fortitude  
Pay 2 credits
- Deathwing Company Banner  
Pay 1 credit.
- Azrael  
Pay 2 credits if your army contains a unit larger than 30 models he may join.
- Sammael  
For the Corvex (jetbike) pay 1 credit  
Pay 1 extra credit if in an army with a detachment that is battle brothers with Dark angels.  
For the Sabelclaw (land speeder) pay 1 credit.

- Ravenwing Command Squad  
Pay 1 credit  
Pay 1 extra credit for the Apothacary upgrade.
- Company Veterans  
Pay 1 credit C1.
- Deathwing  
For each Deathwing Terminators Squad taken as a Troops choice refer to the table below.

Number of Deathwing Units	Total credit cost
0-2	0
3	1
4	2
5	3
N	$N-2=X$

- Ravenwing Attack Squadrons  
Pay 1 credit or pay 2 credits if taken as a Troops choice.
- Ravenwing Black Knights  
Pay 1 credit.
- Nephilim Jetfighter and Dark Talon  
The Nephilim Jetfighter or the Ravenwing Dark Talon are both C2.
- Land Raiders  
Regardless of type pay 2 credits C2.  
Pay 1 additional credit for the Deathwing Vehicle upgrade.
- Conclave of Librarians Formation  
Models in this formation are C1.

## Space Wolves

Codex - Space Wolves

Suppliment - Champions of Fenris

Campaign - Sanctus Reach II, Stormclaw

Campaign - Sanctus Reach III, Hour of the Wolf

- Harald Deathwolf and Cannis Wolfborn  
Pay 1 credit for either of Harald Deathwolf or Cannis Wolfborn.  
In addition if at least one of these characters are purchased, take the total number of Fenrisian wolves and consult the table.

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

- 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.
- Storm Fang Gunship  
Pay 2 credit C2.
- Land Raiders  
Regardless of type pay 2 credits C2.
- Logan Grimnar  
Pay 3 credits for the Stormrider.

- Ulrich the Slayer  
Pay 2 credits.
- Bjorn the Fell Handed  
Pay 1 credit if your army contains Inquisitor Coteaz.
- Blood Claws and Sky Claws  
Lots of 20 Blood Claws and Sky Claws are C1
- 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.



## Grey Knights

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### Codex - Grey Knights

- 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.
- Personal Teleporters  
All units with Personal Teleporters are C1.  
Consider them cumulative together.
- Librarian  
Pay 1 credit for Mastery 3.  
Pay 1 additional credit for the Domina Liber Daemonica.
- Paladins  
Pay 1 credit for a unit of 5 Paladins and 2 credits for a unit of 10.  
Pay 2 credits for the Apothecary.  
Pay 1 credit for a Brotherhood Banner or Nemesis Banner.
- Purifiers  
Pay 1 credit for each unit of Purifiers that can board a Drop Pod
- Stormraven Gunship  
Pay 3 credits C2.
- Interceptor Squads  
Interceptor Squads are C1.  
If part of a Nemesis Strike Force pay 1 additional point per unit.
- Dreadknights  
Pay 1 credit for each Ranged Weapon.
- Land Raiders  
Regardless of type pay 2 credits C2
- 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.

# Inquisition and Adepta Sororitas

## Inquisition

### Codex - Inquisition

- Psychotroke Grenades  
Pay 1 credit.
- Rad Grenades  
Pay 1 credit.
- Lieber Heressius  
Pay 1 credit.
- Inquisitor Coteaz  
Pay 2 credits.
- Inquisitor Karamazov  
Pay 1 credit for the Rad Grenades carried by Inquisitor Karamazov.
- Henchman war bands  
If your army contains 3 or more models with the Independent Character Special Rule then Pay 1 Credit C1 per Ministorium 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 Ministorium Priests pay 1 credit.
- 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.

## Adepta Sororitas

### Codex - Adepta Sororitas

- The Cloak of Saint Aspira  
Pay 1 credit.
- Sacred Banner of the Order Militant  
Pay 2 credits.
- Blessed Standard  
Pay 1 credit.
- Saint Celestine  
Pay 2 credits.
- Ministorum Priest  
For any Ministorum Priest (including Uriah Jacobus) pay 1 credit C1.
- Exorcist  
Pay 1 credit.
- Pentient Engines  
Pentient Engine units are C1.



# Imperial Knights, Legion of the Damned and Imperial Assassins

## Imperial Knights

Codex - Imperial Knights

Campaign - Sanctus Reach I, The Red Waaarg

White Dwarf [Issue 24](#) - Gerantius

- 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.
- Adamantium Lance Formation  
Pay 1 credit in addition to the Imperial Knight cost.
- Gerantius the Forgotten Knight  
Pay 1 additional Credit in addition to the Imperial Knight cost.

## Legion of the Damned

Codex - Legion of the Damned

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

## Imperial Assassins

Codex - Ordeo Assassinorum.

- 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.

# Skitarii

## Codex - Skitarii

- **The Omniscient 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 Infiltrators**  
Regardless of how they are distributed between units, take the total number of Sicarian Infiltrators (including Infiltrator Princeps) and consult the table below.

No: of Infiltrators	Total credit cost
0-7	0
8-15	1
16-23	2
24-31	3
32-39	4
40-47	5
48-55	6
56-63	7
Etc.	

- **Sydonian Dragoons and Ironstrider Ballistarii**  
Regardless of how they are distributed between units, take the total number of Sydonian Dragoons and Ironstrider Ballistarii and consult the table below.

No: of Vanguard	Total credit cost
0-3	0
4-6	1
7-9	3
10-12	6
13-15	10
16-18	15
Etc.	

- **Sicarian Killclade**  
Pay 1 Credit
- **Ironstrider Cavaliers**  
Pay 1 Credit if your army contains a Comms Relay

## Chaos Space Marines

Codex - Chaos Space Marines  
 Supplement - Black Legion  
 Supplement - Crimson Slaughter  
 Dataslate - Hell Brutes  
 Dataslate - Kranons hellguard

- The Eye of Night  
Pay 1 credit.
- Spell Familiar and Balestar of Mannon  
Pay 1 credit each.
- 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.
- Sorcerers  
Mastery Level 3 Sorcerers with no Chaos Mark  
Pay 1 Credit C2. (Count Ahriman in the number of Sorcerers for the C2)
- Ahriman  
Pay 2 credits and 1 extra credit if he is your Warlord.
- Huron Blackheart  
Pay 1 credit if he is your Warlord.
- 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.

- 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.

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

- Land Raiders  
Pay 1 credit C2.
- Havocs  
Havoks are C1.
- Maulerfiend  
Pay 1 Credit for the 3<sup>rd</sup> Maulerfiend (regardless of Faction). Subsequent Maulerfiends will be covered by AV12 Walker Global Rule

# Chaos Daemons

## Codex - Chaos Daemons

- **Greater and Demon Princes**  
If a Daemon has wings credit C1.  
Pay 1 credit for Psychic Mastery level 2 and 1 extra credit for Mastery level 3.
- **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.
- **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 Grimoire of True Names cost was paid.
- **Heralds**  
Heralds of Psychic Mastery level 2 or more are C1.  
In addition, pay 1 credit for Heralds of Tzeentch with Psychic Mastery level 3.
- **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

- **Epidemius**  
Pay 1 credit if your army contains at least 1 unit of Plague Drones or Beasts of Nurgle
- **Fast assault units**  
Regardless of which Detachment or Faction they were purchased for take the total number of models from the following units and consult the table below.

Blood Crushers, Flamers of Tzeentch, Fiends of Slaanesh, Beasts of Nurgle Flesh Hounds of Khorne, Screammers of Tzeentch, Plague drones of Nurgle

Count every 2 of the following as 1 model.  
Seekers of Slaanesh and Chaos Furies

No: of Models	Total credit cost
0-7	0
8-15	1
16-23	2
24-31	3
32-39	4
40-47	5
48-55	6
56-63	7

- **Soul Grinder**  
Pay 1 credit C1
- **Seeker Cavalcade**  
Pay 1 credit C1.
- **Daemonic Loci**  
Exalted Locus of Conjuraton pay 1 credit.  
Exalted Locus of Beguilement pay 1 credit.  
Greater Locus of Fecundity pay 1 credit.

# Khorne Daemonkin

## Codex – Khorne Daemonkin

- Bloodthirsters of all variants and Demon Princes with Daemonic Flight are C1.
- Bloodthirster of Insensate Rage  
Pay 1 Credit
- The Blood-forged Armour  
Pay 1 Credit
- Kor'Lath, the Axe of Ruin  
Pay 2 Credits
- Spawn  
Pay 1 credit C1
- Heldrakes  
Pay 1 credit for each Heldrake C2  
Pay 2 credit for each Baleflamer
- Land Raiders  
Pay 1 credit C2
- Maulerfiend  
Pay 1 Credit for the 3<sup>rd</sup> Maulerfiend (regardless of Faction). Subsequent Maulerfiends will be covered by AV12 Walker Global Rule
- Soul Grinder  
Pay 1 credit C1
- Lord of Skulls  
Pay 8 credits C4  
Daemongore Cannon - **BANNED**  
Skull Hurler - **BANNED**

- Fast assault units  
Regardless of which Detachment or Faction they were purchased for take the total number of models from the following units and consult the table below.

Blood Crushers, Flesh Hounds of Khorne

No: of Models	Total credit cost
0-7	0
8-15	1
16-23	2
24-31	3
32-39	4
40-47	5
48-55	6
56-63	7

- Gorepack Formation  
Chaos Bikers from this formation are included in the Fast Assault Units tally above.  
In addition to the Fast Assault Units cost, Pay 1 Credit1

# Tau Empire

Codex - Tau Empire  
 Supplement - Farsight Enclave  
 Dataslate - Tau Firebase Cadre

- Vectored Retro Thrusters  
Pay 2 credits if taken on an 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  
Take the total number of models in XV8 Crisis Battlesuits including Commanders and consult the table.

No: of Suits	Total credit cost
4	1
5	2
6-7	3
8-9	4
10-11	5
12-13	6
14-15	7
16-17	8
18-19	9
20-21	10
22-23	11

- Commander Shadowsun  
Pay 3 credits.
- Commander Farsight  
Pay 2 credits.
- Skyray  
Pay 1 credit C2.

- Ethereal  
Including Special characters if your army contains at least one Ethereal, take the total number of Fire Warriors, Pathfinders, Kroot Carnivores, Gun drones and Sniper Drones and consult the table.

No: of models	Total credit cost
0-7	1
8-15	2
16-23	3
24-31	4
32-39	5
40-47	6
48-55	7
56-63	8
64-72	9
72-80	10

- Riptides  
For any Riptide including O'Vesa Pay 2 credits C2.
- Stealth Suits.  
Units of Stealth Suits are C1.
- Piranha Squadron  
Pay 1 credits C1.
- Sun Sharks  
Sun Sharks are C2
- Razor Sharks  
Razor Sharks are C2
- Broadside Teams  
Broadside Teams are C1.  
Pay 1 credit for a unit of 3 Broadside Teams.  
Pay 1 credit for each Broadside model with a Smart Missile System and/or High Yield Missile Pod.  
For every 3 Missile Drones pay 1 credit.
- Sniper Drones  
Teams of Sniper Drones are C1.

# Eldar

## Codex - Eldar

- **Faolchu's Wing**  
Pay 2 credits.
- **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.
- **Jetbikes**  
Regardless of how they are distributed between units, take the total number of models in mounted on Jetbikes and consult the table.

No: of Jetbikes	Total credit cost
1-8	0
9-17	1
18-26	2
27-35	3
36-44	4
45-53	5
No. Jetbikes / 9 (Round Down)	

- **Farseers**  
Pay 2 credits C1.  
Pay 1 extra credit for Eldrad Ulthran.
- **Spirit Seers**  
Pay 1 Credit C1.
- **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
- **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.
- **Warlock Council**  
If the unit is mounted on Jetbikes and your army has 1 Farseer pay 1 Credit per Warlock in the Warlock Council over 5.  
If your army has 2 or more Farseers pay 2 Credits per Warlock over 5 instead.
- **Windriders**  
Units of Exactly 3 Jetbikes Pay 1 Credit.  
Larger units cost 0 Credits.

Windrider Jetbikes may purchase 1 heavy weapon for every 3 Windrider Jetbikes regardless of how they are distributed between units (do not include the warlocks and round down) for 0 Credits. Any additional heavy weapons cost 1 Credit Each.

Eg. 16 Windrider Jetbikes with 8 Scatter Lasers would pay 3 Credits.

- **Fire Dragons**  
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 3<sup>rd</sup> unit pays the On Foot cost.

- **Warp Spiders**  
Pay 1 credit C2.

- **Crimson Hunter**  
Pay 1 credit C2.

- **Hemlock Wraithfighter**  
Pay 2 credit C2.

- **Viper Squadrons**  
Regardless of how they are distributed between units, take the total number of Vipers and consult the table

No: of models	Total credit cost
1-3	0
4-7	1
8-11	2
12-15	3
No. Vipers / 4 (Round Down)	

- **Dark Reapers**  
Regardless of how they are distributed between units, take the total number of Dark Reapers and consult the table

No: of models	Total credit cost
0-13	0
14-20	1
21-27	3
28-34	6
35-41	10
42-48	15
49-55	21

In Addition pay 1 Credit for units of 5 or more who have purchased the Starshot Missiles.  
If you have at least 1 unit of 5 Dark Reapers any Fortification with Fire Points (eg. Bastion) must pay 1 additional credit for that Fortification

- **Vauls Wrath Support Battery**  
Vauls Wrath Support Battery are C1.  
If the unit contains D-Cannons pay 2 Credit for the 1<sup>st</sup> D-Cannon and 3 Credits per D-Cannon after.
- **War Walker Squadrons**  
War Walker Squadrons C1  
If a unit contains 2 models pay 1 Credit  
If a unit contains 3 models pay 2 Credits instead

- **Wraith Knights**  
Pay 4 credits C2.  
Pay 4 Additional Credit for 2 Heavy Wraith Cannons

- **Wraithlords**  
Wraithlords are C1.

- **Grav tanks**  
Take the total number of Wave Serpents, Fire Prisms, Falcons and Night Spinners and consult the table

No: of Grav Tanks	Total credit cost
1-2	0
3	1
4	2
5	3
6	5
7	7
2 Credits per Additional Grav Tank	

- **Wave Serpents**  
In addition to the Grav Tank rule  
Pay 1 Credit for the 1<sup>st</sup> Wave Serpent  
Pay 1 Credit for the 2<sup>nd</sup> Wave Serpent  
Pay 1 Credit for the 5<sup>th</sup> Wave Serpent
- **Night Spinners**  
Squadrons of at least 2 Night Spinners  
Pay 1 Credit in addition to the Grav Tank Rule
- **Seer Council**  
Pay 1 Credits  
Pay 2 Additional if unit is mounted on Jetbikes
- **Aspect Host**  
Pay 2 Credits
- **Dire Avengers Shrine**  
Pay 2 Credits
- **Craftworld Warhost**  
Pay 2 Credits



# Dark Eldar

## Codex - Dark Eldar

### Suppliment - Hemonculus Coversns

- **Splinter Cannons and Lance weapons**  
Regardless of how they are distributed between detachments, take the total number of Splinter Cannons mounted on vehicles and consul the table.

Take the total number of weapons with the Lance special rule in Dark Eldar detachments and consult the table. Exclude Dark Lances held by infantry.

No: of Splinter Cannons	Total credit cost	Number of Lance weapons	Total credit cost
0-2	0	0-4	0
3-5	1	5-9	1
6-8	2	10-14	2
9-11	3	15-19	3
12-14	4	20-24	4
15-17	5	25-29	5
18-20	6	30-34	6
21-23	7	35-39	7
24-26	8	40-44	8

- **Armour of Misery**  
Pay 1 credit if your army contains an archangel of pain
- **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.
- **Razorwing Fighter**  
The Razorwing Fighter C2.
- **Voidraven Bomber**  
The Voidraven Bomber is C2.
- **Corpsetheif Claw formation**  
Pay 2 credits in addition to other costs.
- **Monstrous Creatures**  
Take the total number of wound on Chronos and Talos models in Dark Eldar detachments and consult the table.

Number of Wounds	Total credit cost
5-9	1
10-14	2
15-19	3
20-24	4
25-29	5
30-34	6
35-39	7



# Harlequins

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## Codex - Harlequins

- Troupe Master  
Pay 1 credit if a Troupe Master is your Warlord
- Masque Detachment  
Pay 1 credit for Every Shadowseer in your army, regardless of detachment  
Pay 1 credit for every Farseer in your army including Eldrad Ulthran
- 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  
Pay 1 credit for Every Shadowseer in your army, regardless of detachment  
Pay 1 credit for every Farseer in your army including Eldrad Ulthran

# Necrons

## Codex - Necrons

### Campaign - Shield of Baal Exterminatus

- Decurion Detachment  
Pay 1 Credit per 25 models in this detachment with Reanimation Protocols
- Quantum Shielding  
Models with Quantum Shielding (eg. Ghost Arks) are to be included in the AV13 Global Rule
- Night Scythes and Doom Scythes  
For every Night Scythe or Doom Scythe pay 1 credit C2.
- Solar Staff  
Pay 1 credit.
- Solar Thermasite  
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 Tracendant C'tan.
- Illuminator Szeras  
Pay 2 Credits
- 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.

- Ghost Ark  
Ghost Arks pay 1 Credit for the 2<sup>nd</sup> Ghost Ark
- Triarch Stalker  
Pay 2 credits if your army contains one or more Triarch Stalkers.
- Triarch Praetorians  
Pay 1 credit.
- Canoptek Wraiths  
Take the total number of Wraith Models and consult the table below.

No. of Wraiths	Total credit cost
1-3	0
4-5	1
6-7	3
8-9	6
10-11	10
12-13	15
14-15	21

- Tomb Blades  
Pay 1 credit if the unit contains any Nebulosopes.
- Canoptek Spyderys  
Units of Spyderys are (C1).  
Pay 1 credit per model in each unit.
- Monolith  
Pay 1 credit.

- 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.

- Destroyer Cult  
Pay 2 Credits
- Tesseract Vault and Obelisk  
**BANNED**
- Canoptek Harvest  
Pay 1 credit, pay 3 if your army contains Orikan the Divener.

# Orks

Codex - Orks

Suppliment - 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

- 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.
- [Ghazghkull Thraka](#)  
Pay 1 Credit.
- [WAAARG Warlords](#)  
Pay 1 credit if your Warlord has the [WAAARG](#) special rule.
- Big Mek  
Pay 1 credit for Kustom Force Field.
- Meganobz  
Pay 1 credit.
- War Buggies and Deff Koptas  
War Buggies and Deff Koptas are together C1.
- Battlewagons  
Pay 1 credit C1.
- Mek Guns  
Take the total number of Kannons, Lobbaz or Kustom Mega Cannons in unit of Mek Guns and consult the table.

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

- Killa Kans  
Take the total number of models in Killa Kan units and consult the table.

No: of Kans	Total credit cost	Cost with a KFF
3-5	1	2
6-8	2	4
9-11	3	6
12-14	4	8
15-17	5	10
18-20	6	12

- Gorkanauts and Morkanauts  
Pay 2 credits C1.  
Pay 1 additional Credit for Kustom Force Field.
- Lootaz  
Pay 1 credit C1.
- Stompa  
**BANNED**
- Blitz Brigade formation  
Pay 3 credits in addition to the Battle Wagons.
- Boss Snikrots Red Skull Kommandos formation  
Pay 2 credits.
- The Green Tide formation  
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 Force Field or Mega Force Field pay 1 credit.

# Tyranids

## Codex - Tyranids

Campaign - Shield of Baal Leviathan

Dataslate - Hive Fleet Leviathan I

Dataslate - Hive Fleet Leviathan II

Dataslate - Hive Fleet Leviathan III

- **Monstrous Creatures**

Take the total number of wounds on Monstrous creatures in Tyranid Detachments not including Tyrannocytes or Sporocysts and consult the table.

No: of Wounds	Total credit cost
0 - 11	0
12 - 17	1
18 - 23	3
24 - 29	6
30 - 35	10
36 - 41	15
42 - 47	21

- **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.

- **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 (this includes an Aegis Defence Line or Promethium Pipe Relay).

- **Sporocyst**

Sporocysts are not counted for the Monstrous Creatures rule.

- **Mawlocks**

Mawlocks are C1.

- **Biovore broods**

Biovore broods are C1.

- **Tyrannocyte**

Tyrannocytes are not counted for the Monstrous Creatures rule.

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

- **Ravener and Shrikes**

Take the total number of Raveners and Shrikes and consult the table.

No: of models	Total credit cost
0-6	0
7-13	1
14-20	2
21-27	3

- **Gargoyles**

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

- **Toxicrene**

Toxicrenes are C1

- Skyrant Swarm formation  
Pay 1 credit if your army contains a Venomthrope Brood.
- 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