



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.

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

- Clarified wording of Detachments
- Added a description for Converting Your Credits to Comp Scores.
- Re-Added the Cumulative Scoring section to the document.
- Blood Host Detachment
- Codex: Khorne Daemonkin

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)
- 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 \(Khorne Daemonkin\)](#)

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

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 1st, 2 for 2nd and 3 for the 3rd)

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, 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 fulfill 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 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

- 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	$N-6=X$

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

Pay 2 credits for any of the following
Lemn Russ Punisher
Lemn 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.
- 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 Lemn 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.

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

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

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 release - 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 Assasinorum.

- 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.

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
2	1	0-4	1
4	2	5-9	2
6	3	10-14	3
8	4	15-19	4
10	5	20-24	5
12	6	25-29	6

- Land Raiders
Pay 1 credit C2.
- Havocs
Havoks are C1.
- Maulerfiend
Pay 1 Credit for the 3rd 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 Tzeench with Psychic Mastery level 3.
- **Horrors of Tzeench**
Take the total number of units of Horrors of Tzeench 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 Tzeench, Fiends of Slanesh, Beasts of Nurgle Flesh Hounds of Khorne, Screammers of Tzeench, Plague drones of Nurgle

Count every 2 of the following as 1 model.
Seekers of Slanesh 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 Conjunction 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 3rd 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	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
 Supplement - Iyanden
 Dataslate - Ghost Warriors

- 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
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
0-8	0
9-17	1
18-26	2
27-35	3
36-44	4
45-53	5
54-62	6
63-71	7
72-80	8

- Avatar of Khaine
Pay 1 credit for every 40 Eldar models in your army.
- Farseers
Pay 2 credits C1.
Pay 1 extra credit for Eldrad Ulthran.
- Spirit Seers
Spirit Seers are C1.
- Baharroth
Pay 2 credits.
- Asurmen
Pay 1 Credit if Asurmen is your Warlord

- Seer Council
For each Farseer in your army, pay 1 credit for each Warlock on Jetbike beyond the 5th.
- Wave Serpents
Pay 1 credit C2.
- Fire Dragons
Pay 1 credit C1.
- Harlequins
Pay 1 credit C1.
- Wraithguard
Pay 1 credit.
(not include Wraithblades)
- Warp Spiders
Pay 1 credit C2.
- Crimson Hunter
Pay 1 credit C2.
- Hemlock Wraithfighter
Pay 1 credit C2.
- Viper Squadrons
Viper Squadrons are C1.
- 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.

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

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
Counts as a Combined Arms sized.
- 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 Trancendant C'tan.
- Illuminator Szeras and Anraky the Traveller
Pay 1 credit if your army contains a unit of Immortals, Illuminator Szeras and Anrkyr the Traveler.
- Nemesor Zahndrek
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.
- 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.

Number 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
Units are C1 together if the army contains a Triarch Stalker.
- Tesseract Vault and Obelisk
BANNED
- Destroyer Cult
Pay 1 credit per unit not including the Destroyer Lord
- 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 release - 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.
- War Boss' and Ghazghkull Thraka
Pay 1 credit for Ghazghkull Thraka.
In addition pay 1 credit if your Warlord is has the WAAARG 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

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- 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