

WARHAMMER FANTASY SWEDISH COMP

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Introduction

New to the Swedish Comp System?

This is a composition template made for Warhammer Fantasy Battles 8th edition. While it might appear very complicated at first sight, most people find it rather simple once they understand how it works. The main idea is to give each army a composition ("comp") score of 0 - 20, which rates the overall strength of the army. A very rough and subjective scale would look something like this:

0 - 7: A powerful army

8 - 13: An average army

14 - 20: A friendly army

These values should be taken with a grain of salt. It is mainly the relative difference between armies that matters as that shows which of the armies is considered stronger. Also note that these scales are for armies within the comp system. A player that is used to un-comped or very lightly comped Warhammer would probably consider all armies above 0 as rather weak. The template is not made to work for values outside the range of 0 to 20, and since the comp pack is most often used between comp 8 and 16, the best balance for each army book is within this range. Also note that there are no rules changes built in the comp system as is the case for most other comp systems. If you are testing this system for the first time, do not plug your usual tournament army into the system as this will almost always give you a lower score than you expect. Instead look at the comp for your army book and build a new army list from scratch with the comp values in mind. As the document can not take all possible variables into consideration, heavily themed armies will often get penalised more than they deserve.

Goals

The main goal of the system is to evaluate the strength of an army. There are however also a few secondary goals:

- Promote creativity in list writing
- Award tactical play by:
 - o Minimize rock/paper/scissors list types
 - o Direct the meta game away from play styles that is perceived (by many) as boring (such as very defensive castle play, deathstars, avoidance-point denial, a few enormous units etc)

Scenarios

The composition template is written with the scenario battle line in mind (but using a graded system for determining the size of victory rather than a win/loss/draw system). The reason for this is that using all or some of the rule book scenarios would not be a very good representation of what scenarios are actually being played at tournaments, where a very large multitude of different scenarios are used. It would be impossible to take all types of scenario into consideration, and thus all units are comped for their strength in the regular battle line scenario.

This does not mean that we discourage the use of other scenarios, but tournament organisers should have this in mind when creating/choosing scenarios for a tournament that uses this comp system. Scenarios that greatly change the usefulness or roles of certain units (such as allowing

cheap and very mobile units to claim objectives or rewarding extra victory points for destroying certain types of units) might not work well with the composition template.

Rules

This document is made under the assumption that the rules interpretations from SWFAC are used. Note that at the end of this document there is a section regarding open/semi-closed lists. The composition template should work for both open and semi-closed lists.

Calculating composition

- All armies start at a composition score of 300.
- For each unit in your army, the corresponding entry in this document specifies the composition score for that unit. Subtract (or add in some rare cases) this value from your overall comp score. Do this for each unit in your army list separately. All entries in this document should be applied individually for each unit unless stated otherwise. After all units have been accounted for, divide your total score by 10.
- If several penalties under a unit are true for a given unit, use all of the composition penalties and add them together.
- For many units the composition is given based on the size of the unit. In these cases use the composition score that corresponds to the number of models in the unit (including command group, but not models such as weapon teams, fanatics or Skulkers). Note that since all units should be considered individually unless noted otherwise, the additional penalties for models over the fixed values are applied to each unit.
- Each army list composition is divided into Lords, Heroes, Core, Special and Rare. Any units that can be taken from different categories (such as units that become Core choices because of some character) should be given their composition scores from the category they originally comes from (i.e. you cannot avoid composition points by taking a unit as core instead of special where it is listed).
- There is also a generic section, where penalties based on the number of a type of unit, or options that several units can take, are listed. All units in the army that have options from the generic list should pay for these, just as if they were listed under the units themselves.
- In some cases, we have written scores such as for every 2 x -4", -4 for each 2 xör similar. This means that you get -4 for every full 2 x you take.
- You should always round fractions down unless stated otherwise.
- Whenever a composition point is followed by parentheses with another composition score inside, use the value in the parentheses instead of the value outside the parentheses if the conditions are met. In some cases, the composition score in the parentheses is listed as "additional...". In these cases, you should add this to the composition score outside the parentheses. If a composition score is not inside parentheses, it is always in addition to other applicable composition scores. If there are several scores in parentheses, use all that apply.
- When the composition differs from the first and second unit of that type, you are free to choose which unit is the first and which is the second if it matters.

After all units have been considered, you should divide your total score by 10 to reach your final composition value (between 0 and 20).

$(300 - (1st\ unit\ composition) - (2nd\ unit\ composition) - \dots - (last\ unit\ composition)) / 10 = final\ composition\ score\ (0-20)$

Beastmen

Generic

Magic

No wizards in the army +8

Lore of Undeath

Level 1 wizard with lore of Undeath: -5 per spell

Level 2 wizard with lore of Undeath: -6 per spell

Level 3 wizard with lore of Undeath: -7 per spell

Level 4+ wizard with lore of Undeath: -8 per spell

Book of Ashur -1 per lore of Undeath spell on wearer

Skull of Rarkos -1 per lore of Undeath spell in the army

Magic items

Crown of Command -20

Dispel Scroll -7

Earthing Rod -3 (-5 if combined with Lore of Death or Shadow)

Fozzrik's Folding Fortress -100

Power Scroll -4

Power Stone -4

Shard of the Herdstone -6 for each wizard in the army (-9 if lore of Undeath in the army)

Banners

Banner of Discipline -2

The Beast Banner -2

Lords

Khazrak the One-Eye -8

Gorthor the Beastlord -6

Malagor, the Dark Omen -27

Lore of Death -20

Lore of Shadow -12

Lore of the Wild +6

Taurox, the Brass Bull -21

Doombull -13

Axes of Khorgor -3

Gnarled Hide -3

Sword of Swift Slaying -5

The Brass Cleaver -2

Ramhorn Helm -2 (-5 if combined with Dawn Stone)

Beastlord -10

Ramhorn Helm -3 (only if combined with Dawn Stone)

Great Bray-shaman -18

Level 4 wizard -10

Lore of Death -10 (-15 if level 4 wizard)

Lore of Shadow -7 (-12 if level 4 wizard)

Lore of the Wild +4 (+6 if level 4 wizard)

Heroes

Morghur, Master of Skulls 0

Slugtongue -16

Lore of Death -3 (additional -2 if another wizard with the same lore in the army)

Moonclaw, son of Morrslieb -4

Lore of the Wild +2

Wargor -3

Battle standard bearer -10

Gorebull -5

Battle standard bearer -10

Bray-shaman -5

Level 2 wizard -3 (additional -2 if another wizard with the same lore in the army)

Lore of Death -3

Lore of the Wild +2

Core

Gor Herd

10-13 -3/-3*

14-18 -4/-4*

19-23 -5/-5*

24-28 -7/-8*

29-34 -10/-11*

35+ -13/-15*

*If armed with additional hand weapons

Each model in the unit after 40 -1 (-5 after 50 models)

Ungor Raiders -1

Ungor Herd

10-13 -1

14-18 -1

19-23 -2

24-28 -3

29-34 -5

35-40 -6
41-45 -7
46+ -8
Each model in the unit after 50 -1 (-3 after 70 models)

Tuskgor Chariot (Excluding chariots taken as character mounts)
Each Tuskgor Chariot -3
4th Tuskgor Chariot additional -2
5th Tuskgor Chariot additional -3
Each Tuskgor Chariot after the 5th additional -8
Chaos Warhounds -1

Special

Razorgor Chariot (Excluding chariots taken as character mounts)
Each Razorgor Chariot -4
Centigors
5-6 -3
7-9 -4
10+ -6
Each model in the unit after 12 -2 (-10 after 18 models)

Minotaurs

3 -4/-5*
4 -5/-6*
5 -7/-8*
6 -9/-10*
7 -10/-12*
8 -11/-14*
9+ -13/-16*

*If armed with great weapons or additional hand weapons

Each model in the unit after 9 -5 (-15 after 15 models)

Bestigor Herd

10-13 -4
14-18 -7
19-23 -10
24-28 -14
29-34 -19
35+ -24
Each model in the unit after 40 -2 (-10 after 50 models)

Razorgor Herd

1 -2
2 -3
3 -4
4 -5
5 -7
6 -9
7 -11
8 -13
9+ -15
Each model in the unit after 9 -5 (-15 after 15 models)

Harpies -4

Rare

Chaos Spawn 0
Cygor -2
Ghorgon -6
Giant -2
Jabberslythe 0

Brettonnia

Generic

Magic

No wizards in the army +8

Lore of Undeath

Level 1 wizard with lore of Undeath: -5 per spell

Level 2 wizard with lore of Undeath: -6 per spell

Level 3 wizard with lore of Undeath: -7 per spell

Level 4+ wizard with lore of Undeath: -8 per spell

Book of Ashur -1 per lore of Undeath spell on wearer

Cavalry Characters

4th* non-wizard cavalry character -1

Each non-wizard* cavalry character after the 4th* -3

*Each Bretonnian lord on warhorse after the 2nd counts as 2 characters

Flying Characters

2nd character with flying -2

Each character with flying after the 2nd -6

Magic items

Chalice of Malfleur -5

Crown of Command -25

Dispel Scroll -7

The Silver Mirror -7 (additional -3 if Dispel Scroll in the army)

Earthing Rod -3 (-5 if combined with Lore of Life)

Fozzrik's Folding Fortress -100

Power Scroll -4

Power Stone -4

Banners

Banner of Discipline -2

Lords

King Louen Leoncoeur -35

The Green Knight -35

Fay Enchantress -50

Lore of Death -15

Lore of Life -18

Lore of Shadow -12

Grail Guardians count as Grail Knights

Bretonnian Lord -8

Royal Pegasus -4

Virtue of Heroism -7

Prophetess of the Lady -18

Level 4 wizard -10

Lore of Life -7 (-12 if level 4 wizard)

Heroes

Paladin -3

Battle standard bearer -10

Royal Pegasus -4

Damsel of the Lady -5

Level 2 wizard -3 (additional -2 if another wizard with the same lore in the army)

Core

Knights of the Realm

5-6 -5

7-9 -9

10-12 -13

13-15 -16

Knights Errant

5-6 -4

7-9 -7

10-12 -10

13-15 -14

Errantry Banner -1

Peasant Bowmen

10-13 -2

14-18 -2

19-23 -3

24-28 -4

29+ -5

Each model in the unit after 35 -1

Men-at-Arms

10-13 -1/-1*

14-18 -1/-1*

19-23 -1/-2*

24-28 -2/-3*

29-34 -3/-4*

35-40 -4/-6*

41-45 -5/-8*

46+ -6/-10*

*If armed with pole-arms

Each model in the unit after 50 -1 (-3 after 70 models)

Special

Mounted Yeomen

5-6 -2

7-9 -3

10+ -5

Each model in the unit after 15 -2

Each unit after the 1st -2

Questing Knights

5-6 -4

7-9 -8

10-12 -12

Pegasus Knights

Each Pegasus Knight -2

2nd unit -5

3rd unit -15

Grail Reliquae with Battle Pilgrims

6-8 Battle Pilgrims -4

9-13 Battle Pilgrims -5

14-18 Battle Pilgrims -6

19-23 Battle Pilgrims -8

24-27 Battle Pilgrims -10

28-30 Battle Pilgrims -12

Rare

Field Trebuchet

1st Field Trebuchet -12

2nd Field Trebuchet -20

Grail Knights

3-4 -5

5-6 -10

7-9 -17

10-12 -25

Chaos Dwarfs

Generic

Magic

No wizards in the army +8

Lore of Undeath

Level 1 wizard with lore of Undeath: -5 per spell

Level 2 wizard with lore of Undeath: -6 per spell

Level 3 wizard with lore of Undeath: -7 per spell

Level 4+ wizard with lore of Undeath: -8 per spell

Book of Ashur -1 per lore of Undeath spell on wearer

War machines

Some war machines and other unit in this army has a wmp-score associated with it. See section for war machines at the end of this document for details.

Daemonsmiths

Models with the Daemonsmith special rule is worth 2 wmp each, up to a total maximum of 2 wmp per war machine/Hellcannon in the army.

Magic Items

Chalice of Blood and Darkness -20 (additional -5 if level 3 or level 4 wizard in the army) (additional -5 if spells from lore of Death

or lore of Hashut in the army)

Crown of Command -25

Dawnstone -2 (only if combined with 1+ armour save in close combat)

Daemonflask of Ashak -5 (only if mounted)

Dispel Scroll -7

Earthing Rod -3 (-5 if combined with Lore of Death or Hashut)

Fozzrik's Folding Fortress -70

Power Scroll -4

Power Stone -4

Banners

Standard of Discipline -2

Lords

Drazhoath the Ashen -60

Sorcerer-Prophet -18

Level 4 wizard -10

Lore of Death -10 (-15 if level 4 wizard)

Lore of Hashut -6 (-10 if level 4 wizard)

Great Taurus -5

Bale Taurus -18 (each Bale Taurus (including Cinderbreath) in the army

after the 1st additional -10)

Lammasu -5

Level 2 wizard -3

Sorcerous Exhalation -3

Heroes

Daemonsmith Sorcerer -5

Level 2 wizard -3 (additional -2 if another wizard with the same lore in the army)

Lore of Death -3 (-4 if Ld 10 character in the army)

Infernal Castellan -12

Battle standard bearer -10

Bull Centaur Taur'ruk -12

Each Taur'ruk after the 2nd -5

Hobgoblin Khan -2

Each Hobgoblin Khan after the 2nd -2

Giant Wolf -2 (-4 for each after the 1st)

Core

Chaos Dwarf Infernal Guard

10-13 -2/-3*

14-18 -5/-6*

19-23 -8/-10*

24-28 -12/-15*

29-34 -17/-21*

35+ -23/-28*

*If armed with great weapons

Each model in the unit after 40 -2 (-5 after 50 models)

Hobgoblin Cutthroats

20-23 -2

24-28 -3

29-34 -4

35-40 -5

41-45 -6

46+ -7
Each model in the unit after 50 -1 (-3 after 70 models)

Special

Chaos Dwarf Infernal Ironsworn
10-13 -3
14-18 -6
19-23 -9
24-28 -14
29-34 -20
35+ -26
Each model in the unit after 40 -1 (-5 after 50 models)

Bull Centaur Renders

3 -6/-6*
4 -8/-8*
5 -10/-11*
6 -12/-14*
7+ -15/-18*

*If armed with great weapons
Each model in the unit after 7 -5 (-15 after 15 models)

K'daai Fireborn

3 -5
4 -7
5 -9
6 -11
7 -14
8 -16
9+ -19
Each model in the unit after 9 -5 (-15 after 15 models)

Magma Cannon -10

Each Magma Cannon is worth 5 wmp

Deathshrieker Rocket Launcher -10
Each Deathshrieker Rocket Launcher is worth 4 wmp

Iron Daemon War Engine
Each Iron Daemon with Steam Cannonade is worth 3 wmp
1st Iron Daemon -10
Each Iron Daemon after the 1st -12

Hellbound -4
Skullcracker +2

Rare

Hobgoblin Wolf Raiders
5-6 -2
7-9 -3
10+ -5
Each model in the unit after 15 -2
Each unit after the 1st -2

Dreadquake Mortar -8
Each Dreadquake Mortar is worth 2 wmp
Slave Ogre is worth 2 wmp

K'daai Destroyer
1st K'daai Destroyer -55
2nd K'daai Destroyer -90
-10 if Bale Taurus in the army

Hellcannon
Each Hellcannon is worth 6 wmp
1st Hellcannon -20/-25*
2nd Hellcannon -35/-45*
*If 3 or more spells from Lore of Death in the army

Chaos Siege Giant -4

Daemons of Chaos

Generic

Ku'gath Plaguefather -50
Blood Thirster -20

Reign of Chaos

All Daemons of Chaos armies receive a -7 due to the Reign of Chaos rules

Lord of Change -23
Level 3 wizard -8
Level 4 wizard -18
1st Lesser Gift -2 (in addition to generic penalty)

Magic

No wizards (including Horrors) in the army +8

Great Unclean One -30
Level 2 wizard -3 (additional -3 if lore of Death)
Level 3 wizard -11 (additional -10 if lore of Death)
Level 4 wizard -21 (additional -15 if lore of Death)

Lore of Undeath

Level 1 wizard with lore of Undeath: -5 per spell
Horrors, additional -1 for each +1 to cast (calculate + to cast assuming horrors are deployed 5 models wide and all characters that can join them have joined them)
Level 2 wizard with lore of Undeath: -6 per spell
Level 3 wizard with lore of Undeath: -7 per spell
Level 4+ wizard with lore of Undeath: -8 per spell

Keeper of Secrets -18
Level 2 wizard -3
Level 3 wizard -11 (additional -7 if lore of Shadow)
Level 4 wizard -21 (additional -12 if lore of Shadow)

Greater Daemons

Each greater daemon* after the 1st -25
*Skarbrand, Kairos, Ku'gath, Blood Thirster, Lord of Change, Keeper of Secrets and Great Unclean One are all greater daemons

Daemon Prince -6
Each Daemon Prince after 1st -10
Level 1 wizard -4 (additional -3 if lore of Death)
Level 2 wizard -7 (additional -3 if lore of Death)
Level 3 wizard -15 (additional -10 if lore of Death) (additional -7 if lore of Shadow)
Level 4 wizard -25 (additional -15 if lore of Death) (additional -12 if lore of Shadow)

Monstrous Cavalry/Monstrous Beasts

Each non-character Monstrous Cavalry/Monstrous Beasts/Screamer models* after the 18th -1
*Plague Drones, Beasts of Nurgle counts as 2 models

Daemon of Nurgle -3
Chaos Armour -2
Daemonic Flight -4 (-5 if combined with lore of Death)
Exalted Gift -4
Greater Gift -3
Lesser Gift -2

Daemonic Gifts*

Exalted Gift -5
Greater Gift -4
Lesser Gift -3 (-1 for each Lesser gift after the 1st on the same model)
*Only if taken on Greater Daemons

Heroes

Skulltaker -4
Juggernaut -5
Karnak -12
The Blue Scribes -8

Lords

Skarbrand -35
Kairos Fateweaver -120

The Changeling -7
Epidemus -43
-10 for each Nurgle Soul Grinder and/or
Ku'gath Plaguefather
-3 for each lore of Nurgle spell

The Masque of Slaanesh -10
Herald of Khorne -3
Battle standard bearer -8
Juggernaut -3
Herald of Tzeentch -5
Battle standard bearer -5
Level 2 wizard -3 (additional -2 if another
wizard with the same lore in the army)
Disc of Tzeentch -2
Exalted Locus -4
Herald of Nurgle -4
Battle standard bearer -10
Level 1 wizard -2 (-5 if lore of Death)
Lesser Locus/Exalted Locus -3
Greater Locus -6
Each Herald of Nurgle on Palanquin after
the 1st -4
Herald of Slaanesh -3
Battle standard bearer -7
Level 1 wizard -2
Steed of Slaanesh -1
Exalted Flamer of Tzeentch
1st Exalted Flamer of Tzeentch -15
Each Exalted Flamer of Tzeentch after the
1st -25

Core

Bloodletters of Khorne
10-13 -4
14-18 -5
19-23 -9
24-28 -14
29+ -20
Each model in the unit after 35 -2 (-5 after
45 models)

Pink Horrors of Tzeentch
10-13 -7
14-18 -8
19-23 -9
24-28 -10
29+ -12
Each model in the unit after 35 -2 (-5 after
45 models)

Additional -5 if 4 or more spells from Lore
of Tzeentch in the army (only count this for
the first Horror unit.) Each unit after the 1st
-3

Plaguebearers of Nurgle
10-13 -6
14-18 -10
19-23 -15
24-28 -22
29+ -30
Each model in the unit after 35 -2 (-5 after
45 models)

Daemonettes of Slaanesh
10-13 -4
14-18 -5
19-23 -9
24-28 -14
29+ -20
Each model in the unit after 35 -2 (-5 after
45 models)

Special

Bloodcrushers of Khorne
3 -8
4 -11
5 -14
6 -18
7+ -22
Each model in the unit after 7 -6 (-14 after
12 models)

Flesh Hounds of Khorne
5-6 -5
7-9 -10
10+ -15
Each model in the unit after 12 -3 (-10 after
15 models)
Ambush -1

Flamers of Tzeentch
Each Flamer in the army -1 (-3 after the 7th)

Screamers of Tzeentch
Each unit -2
Each Screamer in the army -1 (-3 after the
5th)

Nurplings

Each Nurgling base in the army -1 (-3 after the 6th)

Beasts of Nurgle

1 -7

2 -11

3 -20

4 -30

5 -41

6+ -53

Each model in the unit after 6 -15

Each unit after the 1st -5 (additional -15 if more than 7 Beasts of Nurgle in the army)

Seekers of Slaanesh

5-6 -4

7-9 -6

10+ -8

Each model in the unit after 12 -2 (-10 after 18 models)

Fiends of Slaanesh

3 -8

4 -11

5 -14

6 -18

7 -22

8 -26

9+ -31

Each model in the unit after 9 -7 (-15 after 12 models)

2nd unit -5

Seeker Chariot of Slaanesh -3

(including chariots taken as character mounts)

Chaos Furies -5

Rare

Skull Cannon of Khorne

1st Skull Cannon -30

2nd Skull Cannon -50

Burning Chariot of Tzeentch

(excluding chariots taken as character mounts)

1st Burning Chariot -7

2nd Burning Chariot -12

Soul Grinder -16

Baleful Torrent -5

Phlegm Bombardment -5

Daemon of Nurgle -2

Exalted Seeker Chariot -4

(including chariots taken as character mounts)

Hellflayer -3

Plague Drones of Nurgle

3 -17/-19*

4 -23/-26*

5 -30/-34*

6+ -38/-43*

*If Plague Proboscis

Each model in the unit after 6 -10

1st unit additional -4 (only if 3 or more Beasts of Nurgle in the army)

2nd unit additional -4

Dark Elves

Generic

Magic

No wizards (including Doomfire Warlocks) in the army +8

Lore of Undeath

Level 1 wizard with lore of Undeath: -5 per spell
Level 2 wizard with lore of Undeath: -6 per spell
Level 3 wizard with lore of Undeath: -7 per spell
Level 4+ wizard with lore of Undeath: -8 per spell
Book of Ashur -1 per lore of Undeath spell on wearer

Fast Cavalry

Each wound on a model mounted on Dark Steed after 25 -1

Flying Characters

2nd flying character* -6
3rd flying character* -10
Each flying character* after the 3rd -15
*Including Dread Lords/Masters mounted on Dark Steeds after the 1st

Cavalry Characters

2nd non-wizard* cavalry character -3
Each non-wizard* cavalry character after the 2nd -7
*Malekith counts as non-wizard in this regard

Shooting

Each model* with one or more repeater crossbow after 40 -1
*Each Reaper Bolt Thrower counts as 8 models
*Each Scourgerunner Chariot counts as 3 models

Magic items

Black Dragon Egg -2 (only if mounted) (-8 if mounted on Dark Pegasus)
Cloak of Twilight -4 (only if mounted) (-8 if mounted on Dark Pegasus)
Crown of Command -25 (additional -10 if mounted)
Dawnstone -3 (only if combined with 1+ armour save in close combat)

Dispel Scroll -7
Earthing Rod -3 (-5 if with Lore of Death, Life or Shadow)
Fozzrik's Folding Fortress -100
Giant Blade -3 (-6 if mounted)
Ogre Blade -1 (-3 if mounted) (additional -2 if taken on Dread Lord)
Power Scroll -4
Power Stone -4
Ring of Hotek -2
Sacrificial Dagger -6 for each spell the bearer knows (additional -1 for each spell from lore of death, shadow, light or life) (additional -3 for each spell from lore of Undeath)
Tome of Fury -4

Banners

Standard of Discipline -2

Lords

Malekith, the Witch King -60
Seraphon -27
Cold One -5
Morathi, the Hag Sorceress -65
(for comp purposes Morathi counts as knowing spells from lore of Death, Shadow and Dark magic)
Hellbron -25
Cauldron of Blood -8 (additional -1 for each 5 Witch Elves in the largest unit)
Witchbrew -3 (-7 if 20 or more Executioners in a single unit in the army)
Malus Darkblade -15
Dread Lord -12
Sea dragon cloak -2
Black Dragon -20 (Each Black Dragon in the army (including Seraphon) after the 1st additional -20)
Manticore -2 (only if iron hard skin)
Cold One -2
Dark Steed -4 (-6 if combined with Dawnstone)
Dark Pegasus -7
Each mounted Dread Lord after the 1st -5 (including Malekith and Malus Darkblade)

High Beastmaster -7
 Iron hard skin -2
 Black Arc Fleetmaster -1
 Each Black Arc Fleetmaster after the 2nd -2
 Supreme Sorceress -18
 Level 4 wizard -10
 Lore of Dark Magic -4 (-6 if level 4 wizard)
 (additional -4 if mounted)
 Lore of Death -10 (-15 if level 4 wizard)
 (additional -4 if mounted)
 Lore of Life -7 (-12 if level 4 wizard)
 Lore of Shadow -10 (-15 if level 4 wizard)
 Lore of Light -2 for each other wizard with
 lore of Light
 Black Dragon -10 (2nd Dragon in the army
 (including Seraphon) additional -20)
 Dark Steed -1 (-3 if 7 or more Warlocks in
 the army)

Heroes

Lokhir Fellheart -10
 Shadowblade -20
 Tullaris Dreadbringer -10
 Kouran Darkhand -20
 Master -4
 Battle standard bearer -10
 Sea dragon cloak -1
 Cold One -1
 Dark Steed -2
 Dark Pegasus -8
 Manticore -2 (only if iron hard skin)
 Sorceress -5
 Level 2 wizard -3 (additional -2 if another
 wizard with the same lore in the army,
 excluding Doomfire Warlocks)
 Lore of Dark Magic -2 (only if mounted)
 Lore of Death -3 (-4 if Ld 10 character in
 the army) (additional -5 if mounted)
 Lore of Light -1 (only if other wizards with
 lore of Light in the army)
 Lore of Shadow -4
 Dark Steed -1 (-3 if 7 or more Warlocks in
 the army)
 Death Hag -2
 Each Death Hag after the 2nd -2
 Battle standard bearer -8
 Rune of Khaine -1
 Cauldron of Blood -8 (additional -1 for each
 5 Witch Elves in the largest unit)

Witchbrew -3 (-7 if 20 or more Executioners
 in a single unit in the army)

Khainiate Assassin -1
 Each Khainiate Assassin after the 2nd -2
 Dark Venom -1

Core

Dreadspears
 10-13 -3
 14-18 -4
 19-23 -6
 24-28 -8
 29-34 -11
 35+ -14
 Each model in the unit after 40 -1 (-5 after
 50 models)

Bleakwords
 10-13 -3
 14-18 -4
 19-23 -6
 24-28 -8
 29-34 -10
 35+ -13
 Each model in the unit after 40 -1 (-5 after
 50 models)

Darkshards
 10-13 -6
 14-18 -8
 19-23 -10
 24-28 -13
 29+ -16
 Each model in the unit after 35 -1

Black Arc Corsairs
 10-13 -4
 14-18 -6
 19-23 -9
 24-28 -13
 29-34 -16
 35+ -21
 Each model in the unit after 40 -1 (-5 after
 50 models)

Dark Riders
 5-6 -4/-6*
 7-9 -6/-10*
 10+ -9/-15*
 *If armed with repeater crossbows
 Each model in the unit after 12 -2
 2nd unit -2
 Each unit after the 2nd -4

Witch Elves

10-13 -6

14-18 -12

19-23 -18

24-28 -26

29+ -34

Each model in the unit after 35 -2 (-8 after 45 models) Each unit after the 1st -2 (only if 3 or more spells from lore of Shadow in the army)

Special

Harpies -4

Cold One Knights

5-6 -6

7-8 -11

9+ -17

Each model in the unit after 10 -4 (-10 after 15 models)

Cold One Chariot (excluding chariots taken as character mounts)

1st Chariot -6

Each Chariot after the 1st -9

Scourgerunner Chariot

(excluding chariots taken as character mounts)

Each Chariot -3

Shades

Each unit -2

Each Shade in the army up to 10 -1

Each Shade in the army after 10 up to 16 -2

Each Shade in the army after 16 -3

-1 if the unit is armed with Great Weapons

War Hydra -8

Fiery Breath -4

Black Guards of Naggarond

10-12 -5

13-15 -8

16-18 -12

19-21 -16

22-24 -21

25-27 -26

28+ -32

Each model in the unit after 30 -2 (-8 after 40 models)

Each unit after the 1st -4 (only if 3 or more spells from lore of Shadow in the army)

Har Ganeth Executioners

10-12 -5

13-15 -9

16-18 -13

19-21 -17

22-24 -22

25-27 -28

28+ -34

Each model in the unit after 30 -2 (-8 after 40 models)

Each unit after the 1st -4

Repeater Bolt Thrower

1st Repeater Bolt Thrower -7

2nd Repeater Bolt Thrower -9

Each Repeater Bolt Thrower after the 2nd -12

Rare

Bloodwrack Medusa -2

Bloodwrack Shrine -5

Kharibdyss -10

Doomfire Warlocks

5-6 -24

7-8 -34

9+ -46

Each model in the unit after 10 -8 (-12 after 15 models)

2nd unit -25

1st Sorceress or Supreme Sorceress with lore of Death in the army -3

Character on Dark Steed, Cold one or Dark Pegasus with magic resistance in the army -1

for each Warlock in the unit (additional -1 for each Warlock if magic resistance 2 or 3) (only apply this penalty to the largest unit)

Sisters of Slaughter

10-12 -4

13-15 -7

16-18 -11

19-21 -15

22-24 -20

25-27 -25

28+ -30

Each model in the unit after 30 -3 (-10 after 40 models)

Dwarfs

Generic

War machines

Some war machines and other unit in this army has a wmp-score associated with it. See the section on war machines at the end of this document for details.

Runes

Master Rune of Groth One-Eye -20
(additional -5 for each non-stubborn unit with 10 or models after the 3rd)
Master Rune of Grungni -5
Master Rune of Valaya -3
1, 2 or 3 Rune of Slowness -1 (additional -1 if taken by Irondrakes)
1st model with Rune of Spellbreaking -7 (-10 if 2 Rune of Spellbreaking on the same model)
Each model with Rune of Spellbreaking after the 1st -10 (-20 if 2 Rune of Spellbreaking on the same model)
Rune of Stoicism -1 for each 3 models in the unit (if taken on battle standard bearer, always count the largest unit of non-stubborn non-unbreakable models in the army)

Lords

Thorgrim Grudgebearer -60
Thorek Ironbrow -1
Ungrim Ironfist -10
Belegar Ironhammer -20
Lord -4
Shield Bearers -5
Runelord 0
1st Anvil of Doom +3
Daemon Slayer
1st Daemon Slayer +4
Each Daemon Slayer after the 1st 0

Heroes

Josef Bugman -10
Grimm Burloksson -2
Grimm Burloksson is worth 2 wmp
Thane -3
Battle standard bearer -10
Rune Smith -1
Each Rune Smith after the 2nd -2

Master Engineer 0

Each Master Engineer is worth 1 wmp

Dragon Slayer 0

Each Dragon Slayer after the 2nd -2

Core

Dwarf Warriors

10-13 -1/-2*

14-18 -2/-5*

19-23 -4/-8*

24-28 -6/-11*

29-34 -8/-14*

35+ -11/-19*

*If armed with great weapons

Each model in the unit after 40 -2 (-5 after 50 models)

Quarrellers/Thunderers

10-13 -4/-5*

14-18 -6/-8*

19-23 -8/-10*

24-28 -10/-13*

29+ -12/-18*

*If armed with great weapons

Each model in the unit after 35 -2 (-5 after 45 models)

Long Beards

10-13 -2/-3*

14-18 -5/-7*

19-23 -8/-10*

24-28 -12/-15*

29-34 -17/-21*

35+ -23/-28*

*If armed with great weapons

Each model in the unit after 40 -2 (-5 after 50 models)

Special

Hammerers

10-12 -5

13-15 -8

16-18 -13

19-21 -18

22-24 -23

25-27 -29

28+ -36

Each model in the unit after 30 -3 (-7 after 40 models)

Ironbreakers

10-13 -3

14-18 -6

19-23 -9

24-28 -13

29-34 -18

35+ -24

Each model in the unit after 40 -2 (-5 after 50 models)

Miners

10-13 -4

14-18 -7

19-23 -9

24-28 -12

29-34 -16

35+ -20

Each model in the unit after 40 -2 (-5 after 50 models)

Slayers

5-8 -2

9-13 -3

14-18 -5

19-23 -9

24-28 -12

29-34 -16

35+ -20

Each model in the unit after 40 -2 (-5 after 50 models)

Each Giant Slayer after the 1st -1

Cannon -9

Each Cannon is worth 4 wmp

Rune of Forging is worth 3 wmp

Gyrocopter

1st Gyrocopter -3

2nd Gyrocopter -5

3rd Gyrocopter -7

Each Gyrocopter after the 3rd -10 (-7 if no more than 1 Organ Gun/Grudge Thrower/Cannon in the army)

Steam Gun -2 and 2 wmp (3 wmp after the 2nd Steam Gun)

Vanguard -1 (only if Steam Gun)

Bolt Thrower -1

Each Bolt thrower is worth 1 wmp

Grudge Thrower -7

Each Grudge Thrower is worth 2 wmp

Rune of Accuracy is worth 2 wmp

Rune of Forging is worth 1 wmp

1 or 2 Rune of Penetrating is worth 1 wmp

Rare

Organ Gun

1st Organ Gun -9 and 3 wmp

2nd Organ Gun -14 and 4 wmp

Each pair of 1 Organ Gun + 1

Engineer/Grimm Burloksson is worth additional 2 wmp

Rune of Accuracy is worth 2 wmp

Rune of Forging is worth 2 wmp

1st Rune of Penetrating is worth 1 wmp

Flame Cannon -6

Each Flame Cannon is worth 3 wmp

Rune of Forging is worth 2 wmp

1st Rune of Penetrating is worth 1 wmp

Rangers

5-8 -4

9-13 -6

14-18 -9

19-23 -14

24-28 -20

29+ -26

Each model in the unit after 35 -2 (-5 after 45 models)

Irondrakes

10-12 -7

13-15 -10

16-18 -14

19-21 -19

22-24 -25

25-27 -32

28+ -40

Cinderblast bomb -2 (-4 if Rune of Slowness on the unit or Battle Standard Bearer)

Gyrobomber

1st Gyrobomber -3

2nd Gyrobomber -5

Each Gyrobomber is worth 1 wmp

The Empire

Generic

Magic

No wizards in the army +8 (only +5 if War Altar present)

Lore of Undeath

Level 1 wizard with lore of Undeath: -5 per spell
Level 2 wizard with lore of Undeath: -6 per spell
Level 3 wizard with lore of Undeath: -7 per spell
Level 4+ wizard with lore of Undeath: -8 per spell
Book of Ashur -1 per lore of Undeath spell on wearer

War machines

Some war machines and other unit in this army has a wmp-score associated with it. See the section on war machines at the end of this document for details.

Flying Characters

2nd character with flying -2
Each character with flying after the 2nd -6

Cavalry Characters

2nd non-wizard non-engineer cavalry character -1
Each non-wizard non-engineer cavalry character after the 2nd -4

Detachments

Each Detachment with more than 15 models -3
Note that detachments also generates penalties based on their unit type

Magic items

Crown of Command -25
Dawnstone -1 (only if combined with 1+ armour save in close combat)
Dispel scroll -7
Earthing Rod -3 (-5 if combined with Lore of Death, Life or Shadow)
Fozzrik's Folding Fortress -100
Power Scroll -4
Power Stone -4

Banners

Standard of Discipline -2

Lords

The Emperor Karl Franz -20
Deathclaw -10
Imperial Dragon -20
Imperial Pegasus -10
Warhorse -6
Ghal Maraz -10

Kurt Helborg -20
Balthasar Gelt -35
Volkman the Grim, the Grand Theogonist -5
The War Altar of Sigmar -5 (additional -4 for each Wizard with Lore of Light in the army)
War Altar is worth 1 wmp for each Wizard with lore of Light in the army

Marius Leitdorf -16
General of the Empire -3
Imperial Griffon -3
Imperial Pegasus -3
Warhorse -2

Battle Wizard Lord -18
Level 4 wizard -10
Lore of Death -10 (-15 if level 4 wizard)
Lore of Life -7 (-12 if level 4 wizard)
Lore of Shadow -7 (-12 if level 4 wizard)
Lore of Light -2 for each other wizard with lore of Light

Arch Lector of Sigmar -7
Warhorse -2
The War Altar of Sigmar -5 (additional -4 for each wizard with Lore of Light in the army)
War Altar is worth 1 wmp for each Wizard with lore of Light in the army

Grand Master -7
Rune Fang -3

Heroes

Ludwig Schwartzhelm -18

Luthor Huss, Prophet of Sigmar -8	29-34 -4
Markus Wulfhart, Huntsmarchal of the Empire -2	35-40 -5
Captain of the Empire -3	41-45 -6
Battle standard bearer -10	46+ -8
Imperial Pegasus -4	Each model in the unit after 50 -1 (-3 after 70 models)
Warhorse -1	
	Halberdiers (including Halberdier Detachments)
Battle Wizard -5	5-9 0
Level 2 wizard -3 (additional -2 if another wizard with the same lore in the army)	10-13 -1
Lore of Death -3 (-5 if mounted on Warhorse)	14-18 -2
Lore of Light -2 (only if other wizards with lore of Light in the army)	19-23 -3
	24-28 -5
	29-34 -7
	35-40 -9
Warrior Priest -3	41+ -12
Warhorse -2	Each model in the unit after 45 -1 (-3 after 60 models)
	Free Company (including Free Company Detachments)
Master Engineer	5-9 0
Each Master Engineer after the 2nd -2	10-13 -1
Each Master Engineer is worth 1 wmp	14-18 -1
1st Pigeon Bomb -3	19-23 -2
Each Pigeon Bomb after the 1st -6	24-28 -2
	29-34 -3
Witch Hunter 0	35-40 -4
Each Witch Hunter after the 2nd -2	41-45 -5
	46+ -7
	Each model in the unit after 50 -1 (-3 after 70 models)
Core	
Swordsmen (including Swordsmen Detachments)	Archers/Crossbowmen/Handgunners (including Detachments)
5-9 0	5-9 -1 (-2 if archers)
10-13 -1	10-13 -2
14-18 -2	14-18 -3
19-23 -2	19-23 -5
24-28 -3	24-28 -7
29-34 -4	29+ -9
35-40 -5	Each model in the unit after 35 -1
41-45 -6	Note additional penalty for detachment
46+ -8	
Each model in the unit after 50 -1 (-3 after 70 models)	
	Knightly Orders
Spearmen (including Spearmen Detachments)	5-6 -5/-7*
5-9 0	7-9 -8/-12*
10-13 -1	10+ -12/-20*
14-18 -1	*If upgraded to Inner Circle Knights
19-23 -2	Each model in the unit after 12 -3 (-10 after 18 models)
24-28 -3	

+1 if unit is armed with great weapons
Each Knightly Order model in the army
after 20 -1

Special

Greatswords

10-13 -4

14-18 -6

19-23 -9

24-28 -14

29-34 -20

35+ -26

Each model in the unit after 40 -2 (-8 after
50 models)

Demigryph Knights

3 -15/-19*

4 -21/-26*

5 -28/-34*

6+ -36/-43*

*If armed with lances

Each model in the unit after 6 -10

Each unit after the 1st -4 (-10 if more than 7
Demigryph Knights in the army)

Reiksguard Knights

5-6 -7

7-8 -12

9+ -20

Each model in the unit after 10 -4 (-10 after
15 models)

Huntsmen -1

Each huntsman in the army after 25 -1

Pistoliers

5-6 -2

7-9 -3

10+ -5

Each model in the unit after 15 -2

Each unit after the 1st -2

Outriders

Each unit of Outriders is worth 1 wmp

5-6 -4

7-9 -5

10+ -7

Each model in the unit after 12 -2

Great Cannon -10

Each Great Cannon is worth 6 wmp

Mortar -2

Each Mortar is worth 1 wmp

Flagellant Warband

10-13 -2

14-18 -4

19-23 -7

24-28 -10

29-34 -14

35+ -19

Each model in the unit after 40 -2 (-5 after
50 models)

Rare

Hellblaster Volley Gun -6

Each Hellblaster Volley Gun is worth 3
wmp (6 wmp if one or more engineer in the
army)

2nd Hellblaster Volley Gun is worth an
additional 1 wmp if two or more engineers
in the army)

Helstorm Rocket Battery -2

Each Helstorm Rocket Battery is worth 1
wmp

Steam Tank

Each Steam Tank is worth 4 wmp

1st Steam Tank -40

2nd Steam Tank -65

Celestial Hurricanum

(excluding Celestial Hurricanums taken as
character mounts)

1st Celestial Hurricanum -10 (-13 if lore of
Undeath in the army)

2nd Celestial Hurricanum -4

Luminark of Hych

(excluding Luminark of Hych taken as
character mounts)

1st Luminark of Hych -6

2nd Luminark of Hych -4

High Elves

Generic

The Reaver Bow -1 (-3 if combined with Potion of Strength)

Magic

No wizards in the army +8

Lore of Undeath

Level 1 wizard with lore of Undeath: -5 per spell
Level 2 wizard with lore of Undeath: -6 per spell
Level 3 wizard with lore of Undeath: -7 per spell
Level 4+ wizard with lore of Undeath: -8 per spell
Book of Ashur -1 per lore of Undeath spell on wearer
Book of Hoeth -2 per lore of Undeath spell on wearer

Flying monsters

2nd monster -4
3rd monster -10
Each monster after the 3rd -15
*Including mounted Great Eagles

Dragons/Phoenixes

Each Dragon*/Phoenix** after the 1st -20
*Excluding Sun Dragon and unmounted Flamespyre Phoenix
**2nd Star Dragon counts as 2

Cavalry Characters

2nd non-wizard cavalry character -3
Each non-wizard cavalry character after the 2nd -7

Shooting

Each model* with one or more bows**/longbows**/bows of Avelorn in the army after 40 -1
*Each Eagle Claw Bolt Thrower counts as 8 models
*Alith Anar counts as 4 models
*Character with Reaverbow counts as 4 models
**Only count every 2nd Archer or model with bow

Magic items

Crown of Command -25 (additional -10 if mounted)
Dawnstone -3 (only if combined with 1+ armour save in close combat)
Dispel Scroll -7
Earthing Rod -3 (-5 if taken on Archmage with Lore of Death, Life or Shadow)
Forbidden Rod -10 (only if Banner of the World Dragon in the army or if combined with Golden Crown of Atrazar)
Fozzrik's Folding Fortress -100
Giant Blade -2 (-4 if mounted on Elven Steed)
Khaine's Ring of Fury -5
Ogre Blade -2 (only mounted)
Power Scroll -4
Power Stone -4

Banners

Banner of Avelorn -10
Banner of Discipline -2
Banner of the World Dragon -10 (-35 if taken on battle standard bearer or on a unit with more than 15 infantry/7 cavalry models)
(additional -5 for each other character that have the same unit type as the standard bearer)

Lords

Tyrion -25
Teclis -120
-4 for each other wizard with lore of Light spells in the army (for comp purposes Teclis counts as knowing spells from all lores of magic)
Eltharion -15
-2 if another wizard with the same lore in the army
Lore of Shadow -3
Lore of Death -3
Lore of Light -2 (only if another wizard with Light in the army)
Stormwing -5 (-8 if Eltharion has lore of Death)
Alith Anar -8
Alarielle -60
(for comp purposes Alarielle counts as knowing spells from lore of Life, Light and High magic)
Prince -10
Each mounted Prince after 1st -5 (including Tyrion and Eltharion)
Elven Steed -2
Great Eagle -4
Sun Dragon -10 (-14 if Banner of the World Dragon in the army)
Moon Dragon -20 (-26 if Banner of the World Dragon in the army)
Star Dragon -32 (-41 if Banner of the World Dragon in the army)
Griffon -2 (only if Swiftsense)
Anointed of Asuryan -10
Flamespyre Phoenix -15
Frostheart Phoenix -30
Loremaster of Hoeth -22
Book of Hoeth -20 (additional -5 if Banner of the World Dragon in the army)
Archmage -18
Level 4 wizard -10

Lore of Death -10 (-15 if level 4 wizard) (additional -4 if mounted)
 Lore of High Magic -3 (-5 of level 4 wizard)
 Lore of Life -7 (-12 if level 4 wizard)
 Lore of Shadow -7 (-12 if level 4 wizard)
 Lore of Light -2 for each other wizard with lore of Light
 Sun Dragon -5 (-7 if Banner of the World Dragon in the army)
 Moon Dragon -10 (-14 if Banner of the World Dragon in the army)
 Star Dragon -14 (-21 if Banner of the World Dragon in the army)
 Book of Hoeth -30 (additional -5 combined with lore of Shadow, Death or Life) (additional -5 if Banner of the World Dragon in the army)

Heroes

Caradryan -10
 Ashtari -35
 Korhil -12
 Noble -4
 Battle standard bearer -10
 Elven Steed -1
 Great Eagle -4
 Griffon -2 (only if Swiftsense)

Mage -5
 Level 2 wizard -3 (additional -2 if another wizard with the same lore in the army, excluding Loremasters)
 Lore of Death -3 (-4 if Ld 10 character in the army) (additional -4 if mounted)
 Lore of Light -1 (only if other wizards with lore of Light in the army)
 Lore of Shadow -3

Dragon Mage -16
 Level 2 wizard -4
 +3 if no other wizards in the army
 Gem of Sunfire -2
 -4 if Banner of the World Dragon in the army

Lothorn Sea Helm -2
 Battle standard bearer -12

Handmaiden of the Everqueen -1
 -1 for each 5 Sisters of Avelorn in the largest unit (only count this once for each pair of Handmaiden + Sister unit)
 Horn of Isha -2

Core

Spearmen
 10-13 -2
 14-18 -3
 19-23 -5
 24-28 -7
 29-34 -10
 35+ -13
 Each model in the unit after 40 -1 (-5 after 50 models)

Lothorn Sea Guard
 10-13 -4
 14-18 -5
 19-23 -7
 24-28 -10
 29-34 -13
 35+ -17
 Each model in the unit after 40 -1 (-5 after 50 models)

Archers
 10-13 -5
 14-18 -7
 19-23 -9
 24-28 -12
 29+ -15
 Each model in the unit after 35 -1 (-5 after 45 models)

Silver Helms
 5-6 -5/-7*
 7-9 -8/-10*
 10+ -10/-13*
 *If armed with shields
 Each model in the unit after 12 -5 (-10 after 15 models)
 Each Silver Helm in the army after 15 -1

Ellyrian Reavers
 5-6 -4
 7-9 -6
 10+ -8
 Each model in the unit after 12 -2
 2nd unit additional -2
 Each unit after the 2nd additional -4

Special

Chariots (excluding chariots taken as character mounts)

Tiranoc Chariot -2

Lion Chariot -3

Lothorn Skycutter -3 (-4 if Eagle Eye Bolt Thrower)

Each Chariot in the army after 4 additional -2

Sword Masters of Hoeth

5-8 -5

9-12 -6

13-15 -8

16-18 -10

19-21 -12

22-24 -15

25-27 -19

28+ -24

Each model in the unit after 30 -2 (-8 after 40 models)

White Lions of Chrace

10-12 -6

13-15 -10

16-18 -14

19-21 -19

22-24 -24

25-27 -30

28+ -36

Each model in the unit after 30 -2 (-8 after 40 models)

Each unit after the 1st -4

Phoenix Guard

10-12 -6

13-15 -10

16-18 -14

19-21 -19

22-24 -24

25-27 -30

28+ -36

Each model in the unit after 30 -2 (-8 after 40 models)

-3 if infantry wizard(s) with lore of High Magic in the army (only counts this penalty for the 1st Phoenix Guard unit)

Dragon Princes of Caledor

5-6 -10

7-8 -14

9+ -19

Each model in the unit after 10 -4 (-10 after 15 models)

Each Silver Helm and/or Dragon Prince in the army after 25 -1

Shadow Warriors

5-6 -3

7-8 -4

9+ -6

Each Shadow Warrior in the unit after 10 -1

Rare

Eagle Claw Bolt Thrower

1st Eagle Claw Bolt Thrower -7

2nd Eagle Claw Bolt Thrower -9

Each Eagle Claw Bolt Thrower after the 2nd -12

Great Eagles (excluding character mounts)

1 -5

2-3 -5

4-5 -8

6-7 -12

8+ -18

Each model in the unit after 9 -5

Flamespyre Phoenix -14

(excluding character mounts)

Frostheart Phoenix -40

(excluding character mounts)

Sisters of Avelorn

5-8 -6

9-13 -8

14-18 -11

19-23 -15

24-28 -20

29+ -27

Each model in the unit after 35 -3 (-5 after 45 models)

Lizardmen

Generic

Note that Zlaaq count as an Ancient Stegadon

Magic

No wizards in the army +8

Lore of Undeath

Level 1 wizard with lore of Undeath: -5 per spell
Level 2 wizard with lore of Undeath: -6 per spell
Level 3 wizard with lore of Undeath: -7 per spell
Level 4+ wizard with lore of Undeath: -8 per spell
Book of Ashur -1 per lore of Undeath spell on wearer

Cold One characters

2nd character* mounted on Cold One -3
Each character* mounted on Cold One after the 2nd -7
*2nd Oldblood mounted on a Cold One counts as 2 characters

Stegadons (including character mounts)

Each Stegadon/Ancient Stegadon after the 3rd -15

Magic items

Cloak of Feathers -2
Crown of Command -25
Cube of Darkness -5 (additional -3 if Dispel Scroll in the army)
Dawnstone -3 (only if combined with 1+ armour save in close combat)
Dispel Scroll -7
Earthing Rod -3 (-5 if combined with 4 or more spells from Lore of Death, Life or Shadow)
Fozzrik's Folding Fortress -100
Power Scroll -4
Power Stone -4
The Egg of Quango -2

Banners

Standard of Discipline -2

Lords

Lord Mazdmundi -60
Lore of Death -15
Lore of Life -15
Lore of Shadow -10

Lord Kroak -40
if one or more Skink Priest in the army -5 (-15 if flying Skink Priest)

Kroq-Gar -13
Tehenhauin -16
-1 for each Jungle Swarm in the largest unit (-4 after the 8th)

Slann Mage-Priest -32
Lore of Death -15
Lore of Life -12
Lore of Shadow -10
Battle standard bearer -12
Becalming Cogitation -7
Focus of Mystery -5
Harmonic Convergence -3 (additional -10 if combined with Channelling Staff)
(additional -3 if lore of Undeath in the army)
Reservoir of Eldritch Energy -4
Soul of Stone -4 (-6 if combined with 4 or more spells from Lore of Death, Life or Shadow) (additional -2 if Temple guards in the army)
Wandering Deliberations -10
Forbidden Rod -10

Saurus Oldblood -10
Each Oldblood after the 1st additional -3
Carnosaur -3
Cold One -3

Heroes

Chakax -5
Gor-Rok -25
Tetto'Eko -40
Additional -1 for each spell on other wizards in the army
Tiktaq'to -5
Oxyotl -1
Skink Priest -5

Level 2 wizard -3 (additional -2 if another wizard with the same lore in the army, excluding Wandering Deliberations)

Saurus Scar-Veteran -5
Cold One -4
Carnosaur -4
Battle standard bearer -10

Skink Chief -2
Each Skink Chief after the 1st additional -2
Battle standard bearer -6

Ripperdactyl -2
Terradon -3*
*See Terradon Riders

Core

Saurus warriors
10-13 -3
14-18 -6
19-23 -9
24-28 -12
29-34 -16
35+ -21
Each model in the unit after 40 -2 (-5 after 50 models)

Skinks
10-13 Skinks -2
14-18 Skinks -2
19-23 Skinks -3
24-28 Skinks -4
29-34 Skinks -4
35-40 Skinks -5
41+ Skinks -6
Each model in the unit after 45 -1 (-3 after 60 models)
Each Kroxigor -2 (-3 if more than 25 Skinks in the unit)
Each unit that cost less than 120 points after the 2nd additional -3

Skink Skirmishers
(Including Chameleon Skinks)
1st unit -3/-2*
2nd unit -4/-3*
3rd unit -6
4th unit -8
5th unit -10

Each unit after the 5th -15
*If armed with blowpipes
-1 for each model in the unit after 15

Special

Temple Guard
10-13 -6
14-18 -10
19-23 -15
24-28 -21
29-34 -28
35+ -35
Each model in the unit after 40 -2 (-8 after 50 models)

Jungle Swarms
Each Jungle Swarm -1
Each Jungle Swarm in the army after the 5th additional -3

Chameleon Skinks
Each Chameleon Skink in the army after 7 up to 14 -1
Each Chameleon Skink in the army after 14 -2
(Note additional penalty from the Skink Skirmishers entry)

Cold One Cavalry
5-6 -6
7-8 -10
9+ -14
Each model in the unit after 10 -3 (-10 after 15 models)

Kroxigors
3 -4
4 -6
5 -8
6 -11
7 -14
8 -17
9+ -21
Each model in the unit after 9 -5 (-15 after 15 models)

Terradon Riders

Each Terradon Rider -1
1st unit of Terradon Riders* -3
Each unit of Terradon Riders* after the 1st -
8
*Including Skink Chiefs mounted on
Terradons after the 1st

Ripperdactyl Riders
Each unit -2
Each Ripperdactyl Rider in the army -1 (-3
after the 7th)

Stegadons -10
(including Stegadons taken as character
mounts)
If taken as a character mount +4

Bastiladon -3
Ark of Sotek -1
Solar Engine -5 (additional -2 after the 1st)

Rare

Ancient Stegadons -15
(including Ancient Stegadons taken as
character mounts)

Sharpened Horns -2
Engine of the Gods -2
If taken as a character mount +5

Troglodon -3

Salamander Hunting Pack
1 Salamander -8
2 Salamanders -18
3+ Salamanders -30
Each Salamander in the unit after the 3rd -
15
2nd unit -8

Razordon Hunting Pack
1 Razordon -3
2 Razordons -7
3 Razordons -12
4 Razordons -18/-23*
5+ Razordons -25/-33*
Each Razordon after the 5th -8
*If Slann with lore of High Magic or Metal
in the army
2nd unit -5

Ogre Kingdoms

Generic

Magic

No wizards in the army +8

Lore of Undeath

Level 1 wizard with lore of Undeath: -5 per spell

Level 2 wizard with lore of Undeath: -6 per spell

Level 3 wizard with lore of Undeath: -7 per spell

Level 4+ wizard with lore of Undeath: -8 per spell

Book of Ashur -1 per lore of Undeath spell on wearer

Grut's Sickle -2 per lore of Undeath spell on wearer

Gutstar

3rd* non-Hunter Character -2

4th* non-Hunter Character -4

Each non-Hunter Character after the 4th* -6

*Each lord choice after the 2nd counts as 2 characters

Banners

Banner of Discipline -2

Dragonhide Banner -6 (only if bearer is on foot)

Rune Maw -12

Magic items

Crown of Command -35

Dispel Scroll -7

Earthing Rod -3 (-5 if combined with Lore of Death)

Forbidden Rod -10

Fozzrik's Folding Fortress -100

Grut's Sickle -3 (only if taken on a level 4 wizard)

Hellheart -20 (-30 if Dispel Scroll in the army)

Power Stone -4

Power Scroll -4

Lords

Greasus Gooldtooth -15

Skrag the Slaughterer -45

Each Gorger unit after the 3rd -5

Tyrant -15

Slaughtermaster -23

Level 4 wizard -10

Lore of Death -7 (-12 if level 4 wizard)

Lore of Great Maw +3 (+6 if level 4 wizard)

Heroes

Golfag Maneater -40

+35 if Crown of Command taken by another character or if accompanied by Golfag's Maneaters

Bragg the Gutsman -4

Bruiser -6

Battle standard bearer -10

Hunter -4

Butcher -5

Level 2 wizard -3

Lore of Death -3 (-2 if another wizard with death in the army)

Firebelly -8

Level 2 wizard -3

Core

Ogres

3 -3/-3*

4 -4/-4*

5 -5/-6*

6 -7/-8*

7 -9/-10*

8 -11/-13*

9+ -14/-16*

*If armed with iron fists

Each model in the unit after 9 -4 (-15 after 15 models)

Ironguts

3 -4

4 -6

5 -8

6 -11

7 -15

8 -19

9+ -23

Each model in the unit after 9 -5 (-15 after 15 models)

Gnoblar Fighters

10-40 -2

41+ -3

Each model in the unit after 50 -1

Special

Leadbelchers

3 -4

4 -6

5 -8

6 -11

7 -15

8 -19

9+ -23

Each model in the unit after 10 -5

Each Leadbelcher in the army after 10 -2

Sabretusk Pack

1 -3

2-4 -2

5-6 -4

7-10 -5

Maneater

3 -5

4 -7

5 -10

6 -14

7 -19

8+ -25

Each model in the unit after 8 -7 (-15 after 15 models)

Poisoned Attacks -1 per model with one or more ogre pistols

Sniper -2 per unit

Stubborn -1 per model

Scout -3

Yethees

3 -3

4 -4

5 -5

6 -7

7 -9

8 -11

9+ -13

Each model in the unit after 9 -4 (-15 after 15 models)

Gorger

Each Gorger -4

Mournfang Cavalry

2 -7/-9*

3 -13/-17*

4 -20/-25*

5 -28/-34*

6+ -36/-43*

*If armed with iron fist and heavy armour

Each model in the unit after 6 -10

Each unit after the 1st -3 (-10 if more than 7 Mournfangs in the army)

Dragonhide Banner -3 for each Mornfang model in the unit

Rare

Gnoblar Scraplauncher -6

Ironblaster

1st Ironblaster -27

2nd Ironblaster -45

Giant -2

Stonehorn -10

(including Stonehorns taken as character mounts)

If taken as a character mount +5

Thundertusk -7

Orcs and Goblins

Generic

War Boar -2
Wyvern -6

Magic

No wizards in the army +8

Savage Orc Warboss -6
Wyvern -3

Lore of Undeath

Level 1 wizard with lore of Undeath: -5 per spell
Level 2 wizard with lore of Undeath: -6 per spell
Level 3 wizard with lore of Undeath: -7 per spell
Level 4+ wizard with lore of Undeath: -8 per spell
Magic Mushrooms -3 for each lore of Undeath spell
Book of Ashur -1 per lore of Undeath spell on wearer

Black Orc Warboss -10
War Boar -2
Wyvern -3

Goblin Warboss -4
Each Goblin Warboss after the 2nd -2
Gigantic Spider -1

War machines

Some war machines in this army has a wmp-score associated with it. See the section on war machines at the end of this document for details.

Night Goblin Warboss -4
Each Night Goblin Warboss after the 2nd -2

Orc Great Shaman -18
Level 4 wizard -10

Wyverns

2nd Wyvern -3
each Wyvern after the 2nd -7

Savage Orc Great Shaman -18
Level 4 wizard -10

Goblin Great Shaman -14
Level 4 wizard -8
+2 if only spells of da little Waaagh! in the army
Night Goblin Great Shaman -17
Level 4 wizard -9
+2 if only spells of da little Waaagh! in the army

Magic items

Dispel Scroll -7
Crown of Command -25 (additional -10 if Lucky Shrunken Head in the army)
Earthing Rod -3
Fozzrik's Folding Fortress -100
Lucky Shrunken Head -1 for each 5 Savage Orc Boyz/Savage Orc Boar Boyz (or -1 for each 3 Big 'Uns) in a single unit (use the unit that gives the largest penalty)
Power Scroll -4
Power Stone -4

Heroes

Gitilla da Hunter -5
Snagla Grobspit -5

Orc Big Boss -3
Battle standard bearer -10
War Boar -1

Savage Orc Big Boss -3
Battle standard bearer -10

Black Orc Big Boss -5
Battle standard bearer -10
War Boar -1

Banners

Standard of Discipline -2

Goblin Big Boss -2
Each Goblin Big Boss after the 2nd -2
Giant Wolf/Giant Spider -2
Gigantic Spider -1
Battle standard bearer -8

Lords

Gorbad Ironclaw -20
Azhag the Slaguterer -20
Grimgor Ironhide -20
Each 2 black orcs upgraded to Immortulz -1
Wurrzag de Great Green Prophet -40
Grom the Paunch of Misty Mountain -16
Skarsnik, Warlord of the Eight Peaks -14

Night Goblin Big Boss -2
Each Night Goblin Big Boss after the 2nd -2

Orc Warboss -7

Battle standard bearer -8

Orc Shaman -5

Level 2 wizard -3 (additional -2 if another wizard with the same lore in the army)

Savage Orc Shaman -5

Level 2 wizard -3 (additional -2 if another wizard with the same lore in the army)

Goblin Shaman -4

Level 2 wizard -3

+1 if only spells of da little Waaagh! in the army

Night Goblin Shaman -6

Level 2 wizard -4

+1 if only spells of da little Waaagh! in the army

Core

Goblins

20-23 -1

24-34 -2

35-40 -3

41-45 -4

46+ -5

Each model in the unit after 50 -1 (-3 after 70 models)

Night Goblins

20-23 -2

24-34 -3

35-40 -4

41-45 -5

46+ -6

Each model in the unit after 50 -1 (-3 after 70 models)

Nets -3

1st and 2nd fanatic in the army -2 each

3rd and 4th fanatic in the army -3 each

Each fanatic in the army after 4 -5

Orc Arrer Boyz

10-13 -1

14-18 -2

19-23 -3

24-28 -4

29-34 -5

35+ -6

Each model in the unit after 40 -1 (-3 after 50 models)

Orc Boyz

10-13 -1

14-18 -2

19-23 -3

24-28 -4

29-34 -5

35+ -6

Each model in the unit after 40 -1 (-3 after 50 models)

Orc Boyz Big 'Uns

10-13 -3

14-18 -5

19-23 -8

24-28 -12

29-34 -16

35+ -20

Each model in the unit after 40 -2 (-5 after 50 models)

Savage Orc Boyz

10-13 -2

14-18 -3

19-23 -4

24-28 -5

29-34 -7

35+ -9

Each model in the unit after 40 -2 (-5 after 50 models)

Savage Orc Boyz Big 'Uns

10-13 -4/-6*

14-18 -7/-11*

19-23 -12/-17*

24-28 -17/-23*

29+ -22/-30*

*If armed with additional hand weapon

Each model in the unit after 35 -2 (-8 after 45 models)

Goblin Wolf Riders/Forest Goblin Spider Riders

5-6 -2/-3*

7-9 -3/-4*

10+ -5/-6*

*If Wolf Riders

Each model in the unit after 15 -2

Each unit after the 2nd -2

Special

Goblin Wolf Chariots (excluding chariots taken as character mounts)

Each Goblin Wolf Chariot -3

Orc Boar Chariots (excluding chariots taken as character mounts)

Each Orc Boar Chariot -4

Black Orcs

10-13 -4

14-18 -7

19-23 -12

24-28 -17

29-34 -22

35+ -28

Each model in the unit after 40 -2 (-6 after 50 models)

Orc Boar Boyz

5-6 -3/-4*

7-9 -4/-6*

10-12 -6/-9*

13+ -8/-14*

*If upgraded to Big Uns

Each model in the unit after 15 -2 (-10 after 20 models)

Savage Orc Boar Boyz

5-6 -3/-4*

7-9 -4/-6*

10-12 -6/-9*

13+ -8/-14*

*If upgraded to Big Uns

Each model in the unit after 15 -2 (-10 after 20 models)

Trolls & River Trolls

1 -2

2 -4

3 -7

4 -10

5 -13

6 -16

7 -20

8 -24

9+ -28

Each model in the unit after 9 -7 (-15 after 15)

Night Goblin Squig Herd

5-13 models* -5

14-18 models* -8

19-23 models* -11

24-28 models* -13

29-34 models* -16

35+ models* -21

Each model* in the unit after 40 -2 (-5 after 50 models*)

*Each 2 Goblin Squig Herders counts as 1 model

Night Goblin Squig Hoppers -2

Snotlings 0

Each Snotling base after the 4th -1

Goblin Spear Chukka -2

Each Goblin Spear Chukka is worth 1 wmp

Each Goblin Spear Chukka after the 3rd is worth 2 additional wmp

Rare

Goblin Rock Lobber -6

Each Goblin Rock Lobber is worth 3 wmp

Goblin Doom Diver Catapult -11

Each Goblin Doom Diver Catapult is worth 6 wmp

Arachnarok Spider -15

(including character mounts)

Catchweb Spidershrine -2 per wizard in the army (-4 per wizard if lore of Undeath in the army)

Mangler Squigs

1st Mangler Squig -6

2nd Mangler Squig -8

Snotling Pump Wagon

1st Snotling Pump Wagon -3

Each Snotling Pump Wagon after the 1st -4

Spiky Rollers -1

Giant -2

Stone Trolls

1 -2

2 -4

3 -6

4 -9

5 -12

6 -15

7 -19

8 -23

9+ -27

Each model in the unit after 9 -7 (-15 after 15 models)

Skaven

Generic

Magic

No wizards in the army +8

Lore of Undeath

Level 1 wizard with lore of Undeath: -5 per spell

Level 2 wizard with lore of Undeath: -6 per spell

Level 3 wizard with lore of Undeath: -7 per spell

Level 4 wizard with lore of Undeath: -8 per spell

Level 5+ wizard with lore of Undeath: -9 per spell

Models with warpstone token(s) counts as one higher level

Book of Ashur -1 per lore of Undeath spell on wearer

Magic items

Crown of Command -10

Dispel Scroll -7

Earthing Rod -3 (-5 if taken on Grey Seer)

Fozzrik's Folding Fortress -100

Power Scroll -4 (-30 if taken on grey seer)

Power Stone -4

Warp Energy Condenser -3

Warpstone Tokens (excluding starting tokens) -2 each

Weeping blade -2 (only if combined with Potion of Strength)

Banners

Standard of Discipline -2

Storm Banner -15

Weapons teams

Ratling Gun -1

Doom-flayer -1

Poisoned Wind Mortar -3

Warpfire Thrower -2

Warp Grinder +1

Lords

Lord Skrolk -15

Thanquol & Boneripper -55

Ikit Klaw -30

Throt the Unclean -10

Queek Headtaker -15

A Storm Vermin unit that is upgraded to Queek's bodyguard doubles its composition penalty (excluding magic banners and weapons teams)

Vermin Lord -15

Warlord -7

Fellblade -3

Rat Ogre Bonebreaker -2

Grey Seer -40

Screaming Bell -7

Skalm -3

Heroes

Deathmaster Snikch -5

Trench Craventail 0

Assassin -3

Warlock Engineer -3

Each Warlock Engineer with a cost of 35 points or less after the 1st -10

Level 1 wizard -2

Level 2 wizard -5

Brass Orb -10

Doomrocket -15

Chieftain -2

Each Chieftain after the 2nd -2

Battle standard bearer -10

Plague Priest -4

Level 2 wizard -3

Core

Skaven Slaves

20-23 -4

24-28 -4

29-34 -5

35-40 -7

41-45 -9

46+ -11

Each model in the unit after 50 -1

Each Slave unit after the 2nd -5

Giant Rats

6-23 models -2

24-28 models -3

29-34 models -3

35-40 models -4

41-45 models -5

46+ models -7

Each model in the unit after 50 -1 (-3 after 70 models)

Skweel Gnawtooth -1 for each 4 Giant Rats

Each unit that cost less than 100 points after the 2nd additional -2

Clanrats

20-23 -2
24-28 -3
29-34 -4
35-40 -5
41-45 -6
46+ -8
Each model in the unit after 50 -1 (-3 after 70 models)

Stormvermin

10-13 -2
14-18 -3
19-23 -4
24-28 -6
29-34 -9
35-40 -12
41+ -15
Each model in the unit after 45 -1 (-5 after 55 models)

Rat Swarms

Each unit -3
Each unit after the 1st -6
Each Rat Swarm base in the army after 10 -2

Night Runners

10-18 -1
19-23 -2
24-28 -3
29+ -4
Each model in the unit after 40 -1 (-3 after 50 models)

Special

Gutter Runners

Each unit -3
Each Gutter Runner armed with sling in the army up to 8 -1
Each Gutter Runner armed with sling in the army after 8 -2

Warplock Jezzails

3-5 -2
6-7 -3
8-10 -5
11+ -7
Each Warplock Jezzail team in the army after 15 -1

Rat Ogres

2 Rat Ogres -2

3 Rat Ogres -3
4 Rat Ogres -4
5 Rat Ogres -5
6 Rat Ogres -7
7 Rat Ogres -9
8 Rat Ogres -11
9+ Rat Ogres -13
Each Rat Ogre in the unit after 9 -5 (-15 after 15 Rat Ogres)
Skweel Gnawtooth -2 for each Rat Ogre

Plague Monks

10-13 -1/-4*
14-18 -3/-6*
19-23 -4/-9*
24-28 -6/-13*
29-34 -8/-17*
35+ -11/-22*
* If Plague Furnace in army (you must use it on the most numerous units). Only use this value once for each Plague Furnace (use the second most numerous unit for the second Plague Furnace)
Each model in the unit after 40 -2 (-5 after 50 models)
Plague Banner -5

Plague Censer Bearers

Each 5 Plague Censer Bearers in the army -1
If one or more Plague Furnaces in the army -1
Poisoned Wind Globadiers -1

Rare

3rd rare choice* additional -5
Each rare choice* after the 3rd additional -20
*Excluding the 1st Plagueclaw Catapult

Hellpit Abomination

1st Hellpit Abomination -35
2nd Hellpit Abomination -60

Doomwheel

1st Doomwheel -16
2nd Doomwheel -20

Warp Lightning Cannon

1st Warp Lightning Cannon -20
2nd Warp Lightning Cannon -30

Plagueclaw Catapult -5

Tomb Kings

Generic

Lore of Undeath

Level 1 wizard with lore of Undeath: -6 per spell
Level 2 wizard with lore of Undeath: -7 per spell
Level 3 wizard with lore of Undeath: -8 per spell
Level 4+ wizard with lore of Undeath: -9 per spell
Book of Ashur -1 per lore of Undeath spell on wearer

Shooting

Each model* with one or more bows in the army after 80 -1
*Ushabti with great bow counts as 3 models

Magic items

Dispel Scroll -7
Earthing Rod -3 (-5 if combined with Lore of Death)
Fozzrik's Folding Fortress -100
Neferra's Scrolls of Mighty Incantations -50 (-8 on Liche Priest)
Power Scroll -4
Power Stone -4

Lords

Settra the Imperishable -25
High Queen Khalida Neferher -18
Each Skeleton Archer after 25 in the largest unit -2

Arkhan the Black -55
-10 if lore of Undeath (in addition to normal lore of Undeath penalties)

Grand Hierophant Khatep -22
Tomb King -6
Liche High Priest -15
1st Liche High Priest +3
Level 4 wizard -10
Lore of Death -10 (-15 if level 4 wizard)
Lore of Nehekara +5 (+10 if level 4 wizard)
Lore of Light -2 for each other wizard with lore of Light

Heroes

The Herald Nekaph -3
Prince Apophas -5
Ramhotep the Visionary -4

If one or more units of Necropolis Knights in the army -8 (Additional +2 for each of the first 3 non-Necropolis Knight units with the Animated Construct rule in the army)

Tomb prince -3
Tomb Herald +1
Each Tomb Herald after the 2nd -2
Battle standard bearer -4

Liche priest -4
Level 2 wizard -3 (additional -2 if another wizard with the same lore in the army)
Lore of Death -3 (-4 if Ld 10 character in the army)
Lore of Light -1 (only if other wizards with lore of Light in the army)

Necrotect -1
Each Necrotect after the 2nd -2

Core

Skeleton Warriors
10-34 -1
35-40 -2
41-45 -3
46+ -4
Each model in the unit after 50 -1 (-3 after 70 models)

Skeleton Archers
10-13 -4
14-18 -5
19-23 -7
24-28 -11
29-34 -13
34+ -16
Each model in the unit after 40 -1

Skeleton Horse Archers
5-6 -2
7-9 -3
10+ -4
Each model in the unit after 15 -1

Skeleton Horsemen -1
5-6 -1
7-9 -2
10+ -3
Each model in the unit after 15 -1

Skeleton Chariots

3 -6

4 -8

5 -11

6 -14

7 -17

8 -20

9+ -24

Each model in the unit after 9 -6

Special

Tomb Guards

10-13 -2/-3*

14-18 -3/-5*

19-23 -5/-7*

24-28 -7/-10*

29-34 -9/-14*

35+ -11/-19*

*If armed with halberds

Each model in the unit after 40 -2 (-5 after 50 models)

Necropolis Knights

3 -12

4 -17

5 -23

6+ -29

Each model in the unit after 6 -10

Each unit after the 1st -2 (-6 of more than 7

Necropolis Knights in the army)

Sepulchral Stalkers

3 -4

4 -5

5 -6

6 -7

7 -9

8 -10

9+ -12

Each model in the unit after 9 -4 (-10 after 15 models)

Ushabtis

3 -3

4 -4

5 -6

6 -7

7 -9

8 -11

9+ -13

Each model in the unit after 9 -5 (-15 after 15 models)

If the unit is armed with great bows -2

Carrions

Each Carrion -1

Tomb Swarms 0

Tomb Scorpion -3

Khemrian Warsphinx

(including Warsphinx's taken as character mounts)

Each Khemrian Warsphinx -8

Fiery Roar -3

If taken as a character mount +5

Rare

Necrolith Colossus -2

Hierotitan -9

-2 per lore of Undeath spell in the army

Necrosphinx -13

Screaming Skull Catapult

1st Screaming Skull Catapult -8

2nd Screaming Skull Catapult -12

Casket of Souls

1st Casket of Souls -25 (additional -6 if lore of Undeath in the army)

2nd Casket of Souls -5

Vampire Counts

Generic

Lore of Undeath

Level 1 wizard with lore of Undeath: -6 per spell
Level 2 wizard with lore of Undeath: -7 per spell
Level 3 wizard with lore of Undeath: -8 per spell
Level 4+ wizard with lore of Undeath: -9 per spell
Book of Ashur -1 per lore of Undeath spell on wearer

Ethereal units/character

3rd unit -10
Each ethereal unit after the 3rd -15

Lords

Each Vampire Lord, Ghoulking, Vlad and/or Count Mannfred after the 1st -10
Each lord choice with Red Fury after the 1st -5

Cavalry Characters

2nd non-necromancer cavalry character -3
Each non-necromancer cavalry character after the 2nd -7

Vampiric Powers

Aura of dark Majesty -2 for each Death Shriek in the army
Master of the Black Arts (including Mannfred) -5 if lore of Undeath in the army

Magic items

Book of Arkhan -5
Dawnstone -1 (only if combined with 1+ armour save in close combat)
Dispel Scroll -7
Earthing Rod -3 (-5 if combined with Lore of Death)
Fozzrik's Folding Fortress -100
Night Shroud -2
Ogre Blade -3 (only if combined with Red Fury)
Power Stone -4
Power Scroll -4

Banners

Banner of the Barrows -4

Lords

Vlad von Carstein -26
Count Mannfred -75
Nightmare/Hellsteed -5
Heinreich Kemmler -35
Heinreich Kemmler counts as ethereal character

Vampire Lord -15

Level 1 wizard 0 (-4 if lore of Death)
Level 2 wizard -3 (-7 if lore of Death)
Level 3 wizard -11 (additional -10 if lore of Death) (additional -6 if lore of Shadow)
Level 4 wizard -21 (additional -15 if lore of Death) (additional -10 if lore of Shadow)
Nightmare/Hellsteed -3 (-6 if combined with Red Fury)
Zombie Dragon -10 (each Zombie Dragon after the 1st additional -5)
Flying Horror -2
Quickblood -5
Red Fury -15 (additional -5 if combined with Quickblood)
(additional -6 if combined with a magic weapon)

Master Necromancer -18

Level 4 wizard -10
Lore of Death -10 (-15 if level 4 wizard)

Strigoi Ghoul King -13

Flying Horror -3
Red Fury -10 (additional -15 if combined with a magic weapon)

Heroes

Mannfred the Acolyte -15
Nightmare -2
Krell, Lord of the Undeath -6
Konrad von Carstein -5
Isabella von Carstein -4
Necromancer -5
Level 2 wizard -3 (additional -2 if another wizard with the same lore in the army)
Lore of Death -3 (-4 if Ld 10 character in the army) (additional -2 if mounted on Nightmare)

Vampire -7
Level 2 wizard -3 (additional -2 if another wizard with the same lore in the army)
Lore of Death -3 (-4 if Ld 10 character in the army) (additional -2 if mounted on Nightmare or Hellsteed)
Battle standard bearer -5 (-7 if mounted)
Nightmare/Hellsteed -1
Quickblood -3
Red Fury -5 (additional -3 if combined with a magic weapon)

Wight King -4
Battle standard bearer -7
Skeletal Steed -1

Tomb Banshee/Cairn Wraith
1st Tomb Banshee/Cairn Wraith -7
2nd Tomb Banshee/Cairn Wraith -13
Each Tomb Banshee/Cairn Wraith after the 2nd -15
Each Tomb Banshee additional -3 (-5 if 3 or more spells from lore of Death in the army)

Core

Zombies
20-34 -3
35-45 -4
46+ -5
Each model in the unit after 50 -1 (-3 after 70 models)
Each unit after the 2nd -5

Skeleton Warriors
10-13 -1
14-18 -2
19-23 -2
24-28 -2
29-34 -3
35-40 -4
41-45 -5
46+ -6
Each model in the unit after 50 -1 (-3 after 70 models)

Dire Wolves
5-12 -2
13-20 -4
Each unit after the 3rd -2

Crypt Ghouls

10-13 -2
14-18 -3
19-23 -4
24-28 -6
29-34 -9
35+ -13
Each model in the unit after 40 -1 (-5 after 50 models)

Special

Corpse Cart -3
(excluding Corpse Carts taken as character mounts)

Grave Guards

10-13 -2/-3*
14-18 -3/-5*
19-23 -5/-8*
24-28 -7/-13*
29-34 -11/-18*
35+ -16/-24*

*If armed with great weapons

Each model in the unit after 40 -2 (-5 after 50 models)

Crypt Horrors

3 -7
4 -10
5 -14
6 -19
7 -24
8 -30
9+ -36

Each model in the unit after 9 -7 (-15 after 15 models)

Each unit after the 1st -2 (additional -3 if more than 12 Crypt Horrors in the army)

Black Knights

5-6 -7/-8*
7-8 -11/-12*
9+ -16/-18*

*If armed with lances

Each model in the unit after 10 -5 (-12 after 15 models)

Fell Bats -5

Bat Swarms

Each unit -1

Each Bat Swarm -1

Spirit Hosts

1 -6
2-3 -8
4-6 -16
7-10 -28

Hexwraiths

5-6 -13
7-8 -20
9-10 -29
Each unit after the 1st -10

Vargheist

3 -7
4 -10
5 -14
6 -19
7 -24
8 -30
9+ -36
Each model in the unit after 9 -7 (-15 after
15 models)

Rare

Varghulf -5
Blood Knights
4 -5
5-6 -8
7-8 -15
9+ -20

Cairn Wraiths

3-4 -8
5-6 -15
7-8 -22
9-10 -30
Black Coach -5
Terrorgheist
(including Terrorgheists taken as character
mounts)
1st Terrorgheist -30
Each Terrorgheist after the 1st -50
If taken as character mount +5

Mortis Engine

1st Mortis Engine -14 (additional -2 if 3 or
more spells from Lore of Death in the army)
(additional -2 for each 3 Crypt Horrors in
the army)
2nd Mortis Engine -18 (additional -2 if 3 or
more spells from Lore of Death in the army)
Blasphemous Tome -2 for each wizard after
the 1st with Lore of Vampires in the army
(only count this penalty for the 1st
Blasphemous Tome)

Warriors of Chaos

Generic

Magic

No wizards in the army +8

Lore of Undeath

Level 1 wizard with lore of Undeath: -5 per spell
Level 2 wizard with lore of Undeath: -6 per spell
Level 3 wizard with lore of Undeath: -7 per spell
Level 4+ wizard with lore of Undeath: -8 per spell
Book of Ashur -1 per lore of Undeath spell on wearer

Flying models*

2nd flying model* -4
3rd flying model* -8
Each flying model* after the 3rd -10
*Each Exalted Hero/Chaos Lord mounted on Steed of Slaanesh after the 1st counts as a flying model

Mounted characters

(Excluding Sorcerers and Sorcerer Lords)
3rd* mounted character/Daemon Prince -4
Each mounted character/Daemon Prince after the 3rd* -10
*Mounted Archaon counts as 2 characters
*Each mounted Chaos Lord/Daemon Prince after the 1st counts as 2 characters

Magic items

Chalice of Chaos -2
Crown of Command -25 (additional -10 if mounted) (additional -12 if combined with 3++) (additional -8 if combined with Third Eye of Tzeentch)
Dawnstone -1 (only if combined with 1+ armour save in close combat)
Dispel Scroll -7
Earthing Rod -3 (-5 if combined with Lore of Death or Shadow)
Fozzrik's Folding Fortress -100
Skull of Katam -5
Pendant of Slaanesh -10 (only if mounted)
Power Scroll -4
Power Stone -4

Chaos mutations and powers

Chaos Familiar -6 (-9 if combined with lore of Death)
Flaming Breath -3 (additional -4 if flying)
Scaled Skin -2 (0 on Daemon Prince)

Soul Feeder -4 (-8 if on Daemon Prince)
Third Eye of Tzeentch -28 (only of combined with Talisman of Preservation or Armour of Destiny)

Banners

Blasted Standard -3 (additional -3 if one or more character mounted on
Daemonic Mount with mark of Tzeentch in the army)
Standard of Discipline -2

Characters with 3++

The following combinations on the same models are defined as 3++:

- Talisman of Preservation and Mark of Tzeentch -8 (-4 if taken on a character with 2 wounds)
- Armour of Destiny and Mark of Tzeentch -5 (-2 if taken on a character with 2 wounds)
- Third Eye of Tzeentch and Talisman of Endurance -3
- Third Eye of Tzeentch and Armour of Fortune -2
- Archaon 0 (penalty included in Archaon's comp)
2nd model with 3++ additional -4
Each model with 3++ after the 2nd additional -10

Lords

Archaon the Everchosen -50
Droghar -10
-2 if another wizard with the same lore in the army
Lore of Death -3

Galrauch, the Great Drake -35
Kholek Suneater -35
Sigvald the Magnificent -35
Valkia the Bloody -16
Vilitch the Curseling -35

Chaos Lord -9
Chaos Dragon -22 (Each Chaos Dragon (including Galrauch and flying daemon princes) after the 1st in the army additional -8)

Chaos Steed, Juggernaut, Daemonic Mount
or Steed of Slaanesh -3
Disc of Tzeentch -7
Manticore -2 (only if iron hard skin)

Sorcerer Lord -18
Level 4 wizard -10
Lore of Death -10 (-15 if 4 or more spells)
Lore of Shadow -6 (-10 if 4 or more spells)
Lore of Slaanesh -4 (-6 if 4 or more spells)
Lore of Tzeentch -4 (-6 if 4 or more spells)
Disc of Tzeentch/Steed of Slaanesh -4
Chaos Dragon -11 (2nd Chaos Dragon in
the army (including Galrauch and flying
daemon princes) additional -8)

Daemon Prince
1st Daemon Prince -16
Each Daemon Prince after the 1st -25
Level 1 wizard -4 (-7 if lore of Death)
Level 2 wizard -7 (-10 if lore of Death)
Level 3 wizard -15 (additional -10 if lore of
Death) (additional -6 if lore of Shadow)
Level 4 wizard -25 (additional -15 if lore of
Death) (additional -10 if lore of Shadow)
Daemon of Nurgle -9
Armour save (in close combat)
4+ -4
3+ -8
2+ -13
1+ -18
Charmed Shield -3
Dragon Helm/Dragonbane Gem -3
Daemonic Flight -7

Heroes

Wulfrik the Wanderer -6
Throgg -40
-1 for each Chaos Troll in the army

Festus the Leechlord -16
-1 Each 2 models (or each 3 Marauders) in a
single infantry unit with no mark or mark of
Nurgle (use the unit that gives the largest
penalty)
Scyla Anfingrimm -8

Exalted Hero -4

Each monstrous cavarly Exalted Hero after
the 1st -4
Battle standard bearer -10
Chaos Steed or Steed of Slaanesh -2
Juggernaut -3
Disc of Tzeentch -4
Daemonic Mount -10

Sorcerer -5
Level 2 wizard -3 (additional -2 if another
wizard with the same
lore in the army)
Lore of Death -3 (-5 if mounted)
Lore of Slaanesh -1
Lore of Tzeentch -1
Disc of Tzeentch or Daemonic Mount -3

Core

Chaos Warhounds
5-12 -2
13+ -4
Each Warhound in the unit after 20 -1

Chaos Chariots/Gorebeast Chariot
(including chariots taken as character
mounts)
1st Chariot -7
2nd Chariot -10
3rd Chariot -12
Each Chariot after the 3rd -14
Mark of Nurgle or Slaanesh -1
+4 if taken as Character mount

Chaos Warriors
10-12 -5/-6*
13-15 -7/-9*
16-18 -10/-13*
19-21 -12/-16*
22-24 -15/-19*
25-27 -18/-23*
28+ -22/-27*

*If armed with halberds
Each model in the unit after 30 -3 (-8 after
40 models)
Mark of Nurgle -1 for each 4 models in the
unit

Chaos Marauders
10-13 -1/-2*
14-18 -1/-2*

19-23 -2/-3*
24-28 -2/-4*
29-34 -3/-5*
35-40 -4/-7*
41+ -5/-9*

*If armed with great weapons or flails
Each model in the unit after 45 -2 (-5 after
55 models)

Marauder Horsemen

5-6 -2
7-9 -3
10+ -5
Each model in the unit after 15 -2
Each unit after the 1st -2
Mark of Slaanesh -1

Forsaken

5-8 -2
9-12 -3
13-15 -4
16-18 -6
19-21 -8
22-24 -11
25-27 -15
28+ -20
Each model in the unit after 30 -2 (-5 after
40 models)

Special

Hellstriders of Slaanesh

5-6 -3
7-9 -4
10+ -6
Each model in the unit after 12 -2 (-8 after
15 models)

Chosen

5-8 -3/-5*
10-12 -5/-6*
13-15 -7/-9*
16-18 -10/-13*
19-21 -12/-16*
22-24 -15/-19*
25-27 -18/-23*
28+ -22/-27*
*If armed with halberds

Each model in the unit after 30 -3 (-8 after
40 models)
Mark of Nurgle -1 for each 4 models in the
unit

Chaos Knights

5-6 -9/-11*
7-8 -14/-17*
9+ -21/-24*
*If armed with ensorcelled weapons
Each model in the unit after 10 -6 (-12 after
15 models)
Mark of Nurgle -1 for each 2 models

Chaos Ogres

3 -2/-3*
4 -3/-5*
5 -5/-7*
6 -7/-10*
7 -9/-14*
8 -12/-18*
9+ -15/-22*
*If armed with great weapons
Each model in the unit after 9 -7 (-15 after
15 models)

Dragon Ogres

3 -5/-6*
4 -8/-9*
5 -10/-12*
6 -12/-15*
7 -14/-17*
8 -17/-20*
9+ -21/-25*
*If armed with halberds or great weapons
Each model in the unit after 9 -7 (-15 after
15 models)

Chaos Trolls

3 -6
4 -9
5 -12
6 -15
7 -19
8 -24
9+ -27
Each model in the unit after 9 -7 (-15 after
15 models)
Chimera -7
Regenerating Flesh -10 (-15 after the 1st)
Flaming Breath -5

Chaos Warshrine (including Warshrines taken as character mounts)
Each Warshrine -5
If taken as a character mount for lord +3

Rare

Hellcannon
1st Hellcannon -20/-25*
2nd Hellcannon -35/-45*
*If 3 or more spells from Lore of Tzeentch or Death in the army

Dragon Ogre Shaggoth -7
Chaos Giant -2
Giant of Nurgle -1

Chaos Spawn 0

Skullcrushers of Khorne

3 -20/-24*

4 -29/-34*

5 -38/-44*

6+ -48/-55*

*If armed with Ensorcelled weapons

Each model in the unit after 6 -15

2nd unit -5 (-10 if more than 6 Skullcrushers in the army)

Slaughterbrute -3

Mutalith Vortex Beast -4

Wood Elves

Generic

Magic

No wizards (including Sisters of the Thorn) in the army +8

Lore of Undeath

Level 1 wizard with lore of Undeath: -6 per spell

Level 2 wizard with lore of Undeath: -7 per spell

Level 3 wizard with lore of Undeath: -8 per spell

Level 4+ wizard with lore of Undeath: -9 per spell

Book of Ashur -1 per lore of Undeath spell on wearer

Shooting

Each model* with Asrai longbow in the army after 60 -1

*Models with Hagbane Tips/Trueflight arrows after the first 25 counts as 2 models

*Model with Hail of Doom Arrow counts as 5 models

*Way Watchers counts as 2 models

*Way Stalkers and Orion counts as 5 models

*Naestra and Araham counts as 6 models together

Fast Cavalry

Each model* with fast cavalry special rule after 20 -1

(additional -1 after 35 fast cavalry models)

*Including Warhawk Riders

Scouts

Each model with scout after 20 -1

Magic items

Acorn of the Ages -8 (-15 if Moonstone of the Hidden Ways in the army)

Crown of Command -10

Dispel Scroll -7

Earthing Rod -3 (-5 if with Lore of Death, Life or Shadow)

Fozzrik's Folding Fortress -100

Moonstone of the Hidden Ways -7 (additional -8 Scouts or

Waywatchers in the army)

Hail of Doom Arrow -3

Power Scroll -4

Power Stone -4

Forbidden Rod -10 (only if lore of High Magic in the army)

Banners

Standard of Discipline -2

Lords

Durthu -30

Orion -30

Araloth -13 (-20 if 2 or more Way Stalkers in the army)

Glade Lord -6

Elven Steed -2

Great Eagle -3

Forest Dragon -17 (Each Forest Dragon (including Ceithin-Har) after the 1st in the army additional -15)

Treeman Ancient -12

-3 for each Treeman Ancient after the 1st -3 if another wizard with the same lore in the army (excluding Sisters of the Thorn)

Level 3 wizard -10

Level 4 wizard -20

Spellweaver -18

Level 4 wizard -10

Lore of Dark Magic -4 (-6 if level 4 wizard) (additional -4 if mounted)

Lore of Death -10 (-15 if level 4 wizard) (additional -4 if mounted or if Moonstone on the army)

Lore of High Magic -4 (-6 if level 4 wizard)

Lore of Life -7 (-12 if level 4 wizard)

Lore of Shadow -7 (-12 if level 4 wizard)

Lore of Light -2 for each other wizard with lore of Light

Elven Steed -1 (-3 if 7 or more Sisters of the Thorn in the army)

Heroes

Drycha -10

-3 for each Treeman/Treeman Ancient in the army (up to a maximum of 3) (additional -2 for each Treeman/Treeman Ancient if Acorn of the Ages in the army)

Naestra and Arahan
Ceithin-Har -35
Gwindalor -15

Glade Captain -3
Battle standard bearer -10
Elven Steed/Great Stag -1
Great Eagle -3

Spellsinger -5
Level 2 wizard -3 (additional -2 if another wizard with the same lore in the army, excluding Sisters of the Thorn)
Lore of Death -3 (-4 if Ld 10 character in the army) (additional -5 if mounted)
Lore of Light -1 (only if other wizards with lore of Light in the army)
Lore of Shadow -3
Elven Steed -1 (-3 if 7 or more Sisters of the Thorn in the army)

Waystalker
1st Waystalker -5
2nd Waystalker -7
3rd Waystalker -10
Each Waystalker after the 3rd -15
Bow of Loren -3

Shadowdancer -1
Level 1 wizard -2
Each after the 2nd -2

Branchwraith -5

Core

Glade Guard
10-13 -6/-8*
14-18 -8/-10*
19-23 -10/-13*
24-28 -12/-16*
29+ -15/-21*
*If equipped with Hagbane tips or Trueflight arrows
Each model in the unit after 35 -1 (-5 after 45 models)

Dryads
10-13 -2
14-18 -3
19-23 -4
24-28 -6
29-34 -8
35+ -10
Each model in the unit after 40 -1 (-5 after 50 models)

Glade Riders
5-6 -4/-5*
7-9 -6/-8*
10+ -8/-11*
*If equipped with Hagbane tips or Trueflight arrows
Each model in the unit after 12 -2
2nd unit additional -2
Each unit after the 2nd additional -4

Eternal Guard
10-13 -3
14-18 -4
19-23 -6
24-28 -8
29-34 -11
35+ -14
Each model in the unit after 40 -2 (-5 after 50 models)

Special

Wildwood Rangers
10-13 -3
14-18 -4
19-23 -6
24-28 -8
29-34 -11
35+ -14
Each model in the unit after 40 -1 (-5 after 50 models)

Tree Kin
3 -3
4 -5
5 -7
6 -9
7 -12
8 -15
9+ -19

Each model in the unit after 9 -6 (-15 after 15 models)

Deepwood Scouts

5-6 -3/-4*

7-8 -4/-6*

9-12 -6/-9*

13+ -9/-12*

*If equipped with Hagbane tips or Trueflight arrows

Each model in the unit after 15 -2 (-5 after 25 models)

Wild Riders

5-6 -7/-9*

7-8 -11/-14*

9+ -15/-19*

*If armed with shields

Each model in the unit after 10 -5 (-10 after 15 models)

Each unit after the 1st -3 (additional -6 if more than 12 Wild Riders in the army)

Obsidian lodestone on character on Elven Steed, Unicorn or Great Stag in the army: -1 for each wild rider in the unit (only apply this penalty to the largest unit) (ignore this penalty if the army includes Sisters of the Thorn)

Sisters of the Thorn

5-6 -12

7-8 -17

9+ -23

Each model in the unit after 10 -8 (-12 after 15 models)

Character on Elven Steed, Unicorn or Great Stag with magic resistance in the army -1 for each Sister in the unit (additional -1 for each sister if magic resistance 2 or 3) (only apply this penalty to the largest unit)

Lichebone pennant -1 for each Sister in the unit

Wardancers

5-7 -4

8-12 -6

13+ -8

Each model in the unit after 15 -2 (-5 after 25 models)

Warhawk Riders

Each Warhawk Rider -1

1st unit of Warhawk Riders -3

Each unit of Warhawk Riders after the 1st -6

Rare

Great Eagles (excluding character mounts)

1 -5

2-3 -5

4-5 -8

6-7 -12

8+ -18

Each model in the unit after 9 -5

Treeman -10

Waywatchers

Each unit -4

Each Waywatcher in the army up to 7 in the army -1

Each Waywatcher in the army after 7 up to 15 -2

Each Waywatcher in the army after 15 -3

War Machines

Add up the number of wmp (War Machine Points) in your army. This chart gives a composition penalty based on you total amount of wmp.

0-8 wmp:	0
9 wmp:	-1
10 wmp:	-2
11 wmp:	-3
12 wmp:	-4
13 wmp:	-5
14 wmp:	-6
15 wmp:	-8
16 wmp:	-10
17 wmp:	-12
18 wmp:	-14
19 wmp:	-16
20 wmp:	-18
21 wmp:	-21
22 wmp:	-24
23 wmp:	-27
24 wmp:	-30
25 wmp:	-34
26 wmp:	-38
27 wmp:	-42
28 wmp:	-46
29 wmp:	-50
30 wmp:	-54

Each wmp after 30: additional -7