

WARHAMMER

This Comp. template was originally based on a template created by The Warhammer Players Society but have been altered during time by many people and societies. This document can be used by anyone and doesn't need approval of any kind from us. Players or societies that has opinions or just want to share their experience can send an email to swecomp@hotmail.com. After tournaments the template may change to adapt to new armies or new-found problems. (The Document was updated 15 March 2010)

Army composition system

READ THROUGH THE DOCUMENT BEFORE ASKING QUESTIONS!

No army can score over 6000 or less than 0 for Army Composition (AC).

The system is quite simple to use:

1. Find your army's entry in the lists on the following pages and start with the basic **3000** AC points. To this number you then either add bonuses or deduct penalties as shown in the **Magic Capacity and Army Specific Points** sections.
2. Finally divide this score by 200. This will give you a score between 0 and 30 which is added to your overall score on the tournament. (**This may vary between tournaments**)

When sending your army list to the event organizers, make sure your army's AC score is listed either at the top of page one or on the last page, after the army list itself.

Please read all sections carefully.

We expect that no player scores less than 2000pts and that the majority of players would look to score 3000-4000 pts as a balanced army. This is of course up to the organizers of the tournament.

Remember, if you find a loophole, it probably isn't one so please ask before trying to exploit it.

Example: Beast of Chaos gets -400 penalty for the second Chaos Giant, this does NOT mean that you can take a Chaos Giant and a Dogs of War Giant and get NO penalty.

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Terminology / Clarifications

- “>” More Than, and “<” Less Than.
- Every time a bonus is subject to “>X”, the highest pointed unit(s) are ignored first.
- **(FC)** Denotes the bonus rewarded is worth either: **Equal to the points cost of the unit without a “standard bearer” (Pts) OR Double the points cost of the unit with a “standard bearer”**. To receive the double points for a “FC” you must take Standard.

All exceptions will be stated at the specific army

Example: A 20-man Empire Spearmen unit with Shields, costs 140pts and would therefore only receive 140pts bonus. However if a “standard bearer” is taken, at 10pts (150pts total), the bonus is doubled to 300pts. If the unit then takes a War Banner (25pts), the bonus stays the same as the cost for the Magical Banner is not added and/or doubled neither is for example nets/fanatics.

- **(FC)** is only added for a maximum of three (3) units in the army; for the fourth unit and so on you receive only **(Pts)**. In case of more than three units having **(FC)**, choose the three units giving the highest composition points.

Example: A Dwarf army has 2 units of Warriors (175 pts, 175 pts) and 1 Unit of Ironbreakers (220 pts) and 1 unit of Hammerers (150 pts), that are eligible for the **(FC)** bonus. The Ironbreakers and two 175 pts Warrior units will give double points and the last one only gives **+(Pts)**.

- **(BR)** Denotes that the bonus you receive for taking the unit is the same as the point cost for the unit, but to receive it the unit must have a banner.
- **(Pts)** Denotes that the bonus you receive for taking the unit is the same as the points cost for the unit, regardless of whether you take a “Full Command” or not. So, using The Empire again, a unit of 10 Free Company would get 50pts and if they took a **FC**, they would get 75pts, as this is not doubled like the **(FC)** above.
- **(Pts) x 2** Denotes the same as above, however you get **DOUBLE** the points cost.
Note: The multiplier can be some other number, though 2 is the most common.
- **When counting units, Characters are excluded if not otherwise stated.**

NOTE: All weapons, armour and command group upgrades are included in the points cost, but all other upgrades, such as Magical Banners, Magic items, and other upgrades that is not a part of the unit are not included. Example, Weapon Teams, Fanatics, Assassins can leave the unit and doesn't count, but Kroxigor can't and should be included in the points.

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Magic Capacity

For determining the AC given by the army's Magic Capacity do the following:

1. Count the "free" number of dice the army generates (2 Power Dice and 2 Dispel Dice for most armies, but 4 Dispel Dice for Dwarfs etc)
2. Add the number of Power Dice/Dispel Dice generated by characters every magic phase.
3. Bound items (not one-use only items) present in the army list adds one Power Dice for this purpose. This also applies to e.g. the Corpse Cart. Add them.
4. Characters and units able to use Bound Spells also count as generating Power Dice, but exactly how many are described in the lists below (specific for each army). Add them.
5. Items/Units that generate Power Dice or Dispel Dice are also included*. Add them
6. Other items mentioned in the restricted items list may also count as Power or Dispel Dice. Add them.
7. Tomb King armies and Empire armies with only priests count their Basic Power Dice as 0 (zero) instead of 2.
8. 1st Dispel Scroll counts as a Dispel Dice
Each Dispel Scroll >1 counts as two Dispel Dice
1st Power Stone counts as a Power Dice
Each Power Stone >1 counts as two Power Dice

Calculate Power Dice and Dispel Dice separately, then consult the table below and add the two numbers to get the total Bonus/Penalty for Magic Capacity:

Dice	Bonus/Penalty
2 or less	+100
3	+50
4	±0
5	-50
6	-100
7	-200
8	-350
9	-550
10	-800

-300 per extra dice over 10

If you have both 2 dispel and 2 power dice you receive an extra +200 bonus
(This does NOT apply to Daemons Of Chaos)

Example: An army with one level 4 wizard will generate 6 Power and 4 Dispel Dice. The army also includes a Power Familiar (1 Power and 1 Dispel). The total is then 7 power and 5 dispel dice. The table is consulted: 7 Power Dice gives a penalty of 200 while 5 Dispel Dice sets you back another 50 points. The total Army Composition points for Magic Capacity is thus -250.

** Items that generate a random number of Power or Dispel Dice count as generating the average number of dice for this purpose, rounded up. For example: Banner of Sorcery would generate 2 PD due to the randomness of D3 Power Dice generated in the owner's Magic Phase.*

NOTE: Items that can store Power Dice or Dispel Dice are NOT included in this calculation, but might be punished in the " Magic Items Restriction" section specific to each army instead.

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Wood Elves

Penalties

- 800 Green Dragon

- Wild Rider units
- 200 2nd unit
- 300 3rd unit
- 500 Each unit > 3

- Wardancer and/or Dryad units*
- 50 4th unit*
- 150 5th unit*
- 200 Each unit > 5*

- 200 1st Treeman (-400 if BSB present)**
- 1200 2nd Treeman**

- 1500 For bringing more than 5
fastcav/flying units with bows

- Glade Guard units
- 100 3rd unit
- 300 Each unit > 3

* Each Wardancer unit after the first counts as two units

** Includes Treeman Ancient

Notes:
Each Treeman/Ancient counts as generating 1 Power Dice.

Bonuses

- +400 Only forest spirits in the army
- +300 No forest spirit or dragon in the army

- +100 No lord
- +100 No Spell Weaver or Treeman Ancient
- +200 1st Great Stag/Unicorn
- +200 1st Branchwraith (not generating dispel dice)
- +200 No Treeman

- +(Pts) Glade Guard unit*
- +(Pts) 1st Scout unit
- +(Pts)*2 2nd Scout unit
- +(Pts) 1st Glade Rider Unit

- +(FC) Eternal Guard unit
- +(Pts) WarHawk riders
- +(Pts)*1,5 Tree kin

* For a maximum of 2 units

Magic Items restriction

- 200 Annoyance of Netlings (if on a Treeman Ancient)
- 300 Hail of Doom Arrow
- Wand of Wych Elm counts as 1 Dispel Dice or 2 Dispel Dice if the total number of dispel dice in the army >4
- 200 Stone of Crystal Mere (if on a dragon rider)
- 100 War banner

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Dwarfs

Penalties

Thunderers and/or Quarrellers units	
-150	3 rd unit
-200	Each unit >3
-50	3 rd War Machine*
-150	4 th War Machine *
-300	5 th War Machine *
-1000	Each War Machine >5*

**The 2nd Organ Gun, 3rd Cannon, 3rd Bolt Thrower and 3rd Stone Thrower, counts as two War Machines each.*

Notes:

Gyrocopter doesn't count as a War Machine

Anvil of Doom counts as a dispel die and 2 War Machines.

Bonuses

+200	Daemon Slayer
+200	No lord
+400	No War Machine
+(FC)	Dwarf Warriors & Rangers unit**
+(FC)	Longbeards, Hammerers, Slayers and Ironbreakers unit***
+(Pts)	Miners*

** No bonus if Anvil is present in the army*

*** Only if an upgraded warrior unit*

**** For two units of the three*

Magic Items restrictions:

-100 Master Rune of Gromril(MRoG)

-100 Rune of Resistance (if combined with MRoG)

-100 Rune of Battle

-200 Master Rune of Challenge

-100 Each Rune of Penetration (if on Bolt Thrower)

Master Rune of Balance counts as two Dispel Dice

SPELLLEATER Rune counts as a Dispel Scroll

Rune of Spellbreaking counts as a Dispel Scroll

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Orcs & Goblins

Penalties

-500	Wyvern
Fast Cavalry	
-50	2 nd Fast Cavalry
-150	3 rd Fast Cavalry
-500	Each Fast Cavalry >3
-100	Each Fanatic >1 per 15 models in host unit
-100	Each Snotling unit >2
-100	2 nd Chariot*
-200	3 rd Chariot*
-400	4 th Chariot*
-500	Each Chariot* >4
-50	3 rd War Machine**
-150	4 th War Machine**
-500	Each War machine >4**
-150	Each Orc Boar Boyz unit, Savage Orc Boar Boyz unit, or another unit on cavalry bases with AS better than 4+ >3
-200	Each Pump Wagon > 2
-200	Each Squig Hopper unit >2
-600	Each Giant >1

* This includes Orc Chariots, Goblin Chariots and Chariots used as mounts for characters.

** 2nd Doom Diver counts as 2 War Machines

Bonuses

+100	No Great Shaman
+100	No Lord
+350	Max Ld 7 on Characters
+500	Max Ld 6 on Characters
+200	No War Machine
+(FC)	Orc Boyz, Savage Orc Boyz, Big 'uns, Black Orcs & Night Goblins
+(FC)	Wolf Riders (if not Fast Cav)
+(Pts)*2	Common Goblins
+(Pts)*2	1 st Arrer Boyz (Pts for the rest)
+(BR)	1 st Boar Boyz Or One Savage Orc Boar Boyz
+(Pts)x2	Trolls unit with US >3
+(Pts)	1 st Snotling unit

Magic Items restrictions:

-100 War banner

Mork's Spirit-Totem counts as 2 Dispel Dice, or 3 if on a BSB

Staff of Sneaky Stealing counts as 2 Dispel Dice

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The Empire

Penalties

-100	Arch Lector mounted on War Altar
-200	Griffon
Units on cavalry bases with AS better than 4+**	
-100	3 rd unit
-200	4 th unit
-300	Each unit >4
Units on foot with missile weapons with S4***	
-100	3 rd unit
-200	Each unit > 3
-50	2 nd Fast Cavalry
-150	3 rd Fast Cavalry
-500	Each Fast Cavalry >3
-50	2 nd War Machine*
-150	3 rd War Machine*
-300	4 th War Machine*
-1000	Each War Machine >4*
-200	1 st Steam Tank (-400 if War Altar Present in army)
-1200	2 nd Steam Tank

*1st mortar does not count as War Machine
1st Steamtank counts as one War Machine
2nd Cannon, 2nd Steamtank, 2nd Hellblaster counts as 2 War Machines each.

** Steamtank counts as one unit in this remark

*** Excluding characters

Bonuses

+100	No Arch lector or Wizard Lord
+100	General of the Empire
+200	Engineer
+300	No War machine
+(FC)	Spearmen*, Halberds*, Swordsmen*, Free Company* and Greatswords*
+(Pts)	1 st Archer unit
+(BR)	1 st Knight unit
+(Pts)*2	Flagellant unit > 10 US

* Including the cost of any detachment(s) without missile weapons

Magic Items restriction:

-200 Van Horstmann's Speculum (Wizard, Priest or Engineer only)(-400 if mounted on War Altar)(-800 if mounted on War Altar and Steam Tank present)
-100 Armour of Meteoric Iron
-200 Rod of Command
-100 Rod of Power
-100 Aldred's Casket of Sorcery
-100 War banner

Seal of Destruction counts as a Dispel Scroll

Notes:
Each Warrior Priest counts as generating 1 Power Dice and 1 Dispel Dice.

An Arch Lector of Sigmar counts as generating 2 Power Dice and 2 Dispel Dice.

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High Elves

Penalties

-200	Griffon
-400	Sun Dragon
-800	Moon Dragon
-1200	Star Dragon
-2000	>1 Dragons and/or Griffons
-200	If no Spearmen or Lothern Seaguard in army
Units on cavalry bases with AS better than 4+ *	
-100	3 rd unit*
-200	Each unit >3*
-100	2 nd Chariot
-200	3 rd Chariot
-500	Each Chariot >3
-100	2 nd Great Eagle
-200	Each Great Eagle >2
-100	2 nd War Machine
-300	3 rd War Machine
-400	Each War Machine >3

* Each Dragon Prince unit counts as two units

Bonuses

+100	No Lord
+100	No Archmage
+200	Dragon Mage
+300	No War Machine
+(FC)	Lothern Sea Guard and/or Spearmen units
+(Pts)	1 st Archers unit
+(BR)*1,5	1 st Silver Helms* unit
+(BR)	Phoenix Guard*
+(BR)	1 st Sword Masters unit*
+(BR)	White Lions*
+(Pts)	Shadow Warriors

* Bonus received for a total of maximum 3 units of White Lions, Sword masters, Phoenix Guard and Silver Helms

Magic Items restriction:

-100 Seerstaff of Saphery
-100 Skeinsliver
-100 Star Lance(-200 if combined with Talisman of Loec)
-100 Ring of Fury
-300 Dragon Armour, Armour of Caledor (if mounted on dragon)
-100 War banner
-300 Battle Banner(-500 if mounted)
-100 Reaver Bow (if > 1 bolter)

Annulian Crystal counts as 2 Dispel Dice
Sigil of Asuryan counts as 1 Dispel Scroll
Book of Hoeth counts as 1 Power Dice

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Vampire Counts

Penalties

-200	Lord
-400	Abyssal Terror
-1000	Zombie Dragon
-200	2 nd Flying Character**
-300	Each Flying Character** >2
-50	2 nd Fast Cavalry
-150	3 rd Fast Cavalry
-500	Each Fast Cavalry >3
-300	Each Black Knight unit* >1
-300	Each Fell Bat unit >1 if Summon Creatures of the Night is taken
-150	Each Wraith (including Banshees) >3
-200	Each Varghulf

* Each Black Knight unit of 8 or more models counts as two unit, every mounted Wight King counts as a Black Knight when calculating this

**The Talisman of Lycni, Ghoulin, Flying Horror and a flying mount make a model that has either of them count as flying for penalty purposes. Penalties are cumulative, so a single model can count as two or three models for penalty purposes. Excluding first Hellsteed.

Bonuses

+200	No Lord
+(FC)	Each Skeletons, Zombies*
+(Pts)*2	Ghouls*
+(FC)	1 st Grave Guard unit*
+(Pts)*2	1 st Bat Swarm

* Only for 2 units if army has > 9 Power Dice (including Bound Spells)

Note: Ghouls counts towards the maximum number of units with (FC), (Pts) for the rest

Magic Items restriction:

- 200 Book of Arkhan
- 600 Red Fury combined with Dreadlance
- 100 Infinite Hatred (-400 if combined with Red Fury)
- 200 Helm of Commandment (-400 if on lord)
- 300 Forbidden Lore(if on lord)
- 100 Each Walking Death(-300 if on BSB)
- 200 Banner of Dead Legion
- 100 War banner
- 800 Drakenhof Banner
- 100 Each Master ability
- 200 The Carstein Ring

Skull Staff counts as one Power Dice if wearer can generate 3 Power Dice himself

Skull Staff counts as 2 Power Dice if wearer can generate more than 3 Power Dice himself

Black Periapt counts as 1 Power Dice

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Dark Elves

Penalties

-400 Manticore
-1000 Black Dragon (-1500 if combined with Hydra)
-2000 >1 Dragons and/or Manticores

-100 2nd Harpy unit
-150 3rd Harpy unit
-300 Each Harpy unit >3

-100 2nd Repeater Crossbowmen unit
-200 Each Repeater Crossbowmen unit >2

-100 2nd Fast Cavalry
-150 3rd Fast Cavalry
-500 Each Fast Cavalry >3

-100 2nd Flying Character
-200 Each Flying Character > 2

-100 2nd Chariot
-200 3rd Chariot
-500 Each Chariot >3

Shades*
-100 2nd Shade unit*
-250 3rd Shade unit*

-150 3rd unit on cavalry bases with AS better than 3+
-300 Each unit >3 on cavalry bases with AS better than 3+

-100 2nd War Machine
-300 3rd War Machine
-400 Each War Machine >3

-400 1st War Hydra
-800 2nd War Hydra

-200 Each Cauldron of Blood

-300 Assassin > 1

** For every shade model in the army > 9 add additional -100*

Bonuses

+200 No War Machines or Cauldron of Blood in the army.

+(FC) Each Dark Elf Warriors unit (i.e. not Repeater Crossbowmen)

+(FC) Corsairs, Witch Elves, Executioners

+(FC) Dark Riders, if not Fast Cavalry

+(BR) 1st Black Guard unit (without the Standard Of Hag Graef, and only if no assassin present in the army)

+(BR) 1st Cold One Knights unit

Magic Items restriction:

-100 Armour of Darkness
-300 Pendant of Khaeleth
-100 War banner
-100 Dagger of Hotek (if combined with Potion of Strength)
-100 Standard of Slaughter
-100 Armour of Eternal Servitude
-200 Standard of Hag Graef
-200 Focus Familiar (on lord)
-100 Hydra Banner (if mounted)
-100 Rune of Khaine
-300 Manbane (if combined with Rune of Khaine)
-200 Touch Of Death (if combined with Rune of Khaine)
-200 Black Staff
-300 Rending stars (if combined with Manbane)

Ring of Hotek counts as 4 Dispel Dice
Sacrificial Dagger counts as 2 Power Dice on Sorceress, and 3 Power Dice on Supreme Sorceress

Notes:
Each magic user counts as +1 PD

The Cauldron of Blood does not count as War Machine

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Beastmen

Penalties

-150	3 rd Chariot
-250	Each Chariot > 3
-100	4 th Ungor Raider Unit
-200	Each Ungor Raider Unit > 4
-50	2 nd Harpy unit
-100	Each harpy unit > 2
-400	2 nd Large target

Notes: None!

Bonuses

+300	No lord
+200	No Doombull
+(FC)	Gor Herd, ungor Herd,
+(Pts)*2	Bestigor Herd
+(Pts)*2	Centigor Unit
+(FC)	1 st Minotaur unit
+(Pts)	1 st Razorgor unit

Magic Items restriction

-100 War Banner
-200 Stone of Spite

Shard of the Herdstone counts as 1 PD

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Warriors of Chaos

Penalties

- 300 Manticore
- 1000 Chaos Dragon

- 200 Each Chaos Knight unit > 1 (-300 if Mark of Nurgle)

- 150 2nd Chaos Chariot
- 200 Each Chaos Chariot > 2

- 100 3rd Fast Cavalry *
- 150 4th Fast Cavalry *
- 200 Each unit of Fast Cavalry > 4*

- 500 Each Chaos Giant >1

- 600 Hellcannon >1

- 200 2nd Flying Character
- 400 Each Flying Character > 2

** Each Warhounds of Chaos unit > 1 counts as 1 Fast Cavalry unit. Each Fast Cav marked Khorne counts as one less to the total*

Bonuses

- +100 No lord
- +100 No Sorcerer Lord
- +300 2 Dragon Ogre Shaggoths present in the army

- +(FC) Chaos Warriors, Marauders, Chosen

- +(Pts*2) Each Forsaken unit

- +(BR) 1st Ogre Unit

- +(FC) Marauder Horsemen, if not Fast Cavalry

- +(Pts) Troll units

Magic Items restriction

- 100 Golden Eye of Tzeench
- 100 Collar of Khorne (if combined with the Mark of Tzeentch)
- 200 Infernal Puppet* (-300 if combined with Book of Secrets)(-600 if combined with Black Tongue)
- 100 Banner of Rage (on Knights of Chaos)
- 100 Rapturous Standard
- 200 Doom Totem (if Hellcannon present in army)
- 100 War banner
- 500 Tendrils of Tzeentch(if combined with Mark of Tzeentch)

**Counts as 1 PD*

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Lizardmen

Penalties

-100	Carnosaur
-100	Slann (-300 if BSB)
-50	2 nd Saurus character (-100 if mounted)
-100	Each Saurus character > 2 (-200 if mounted)
Skink Skirmishers (the core choice)	
-100	3 rd unit
-200	4 th unit
-300	Each unit >4
Skinks (cohort) that cost less than 75p	
-100	2 nd unit
-200	Each unit > 2
-100	First Terradon unit
-200	Each Terradon unit >1
-100	1 st Stegadon (-200 if Ancient) (-400 if EotG)
-500	Each Stegadon/Ancient > 1
-100	3 rd Salamander/Razordon
-200	Each Salamander/Razordon >3
-800	Less than 2 non-Skirmish unit/Single Models
-300	Only 2 non-Skirmish unit/Single Models

Bonuses

+100	No Lord
+100	No Slann
+100	Skink Chief (if not mounted on Stegadon)
+100	Old Blood
+(FC)	Saurus unit
+(FC)	Temple Guard unit (if no Slann)
+(FC)	Ranked Skinks with more than US of 11 (including Kroxigor)
+(Pts)	1 st Jungle Swarm unit
+(Pts)	1 st Kroxigors unit
+(BR)	1 st Cold One Knights unit

Magic Items restriction:

*-200 Stegadon War-spear
-100 War banner
-100 Burning Blade of Chotec
-100 War Drum of Xahutec (-200 if on Carnosaur or
Ancient Stegadon)*

*Diadem of power counts as 1 Dispel Dice
The Bealming Cogitation counts as 2 Dispel Dice
Cube of Darkness counts as a Dispel Scroll
The Focused Ruminant counts as 3 Power Dice*

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Skaven

Penalties

- 100 3rd Slave Unit **
- 200 Each Slave unit > 3**

- Giant Rat unit with only one Packmaster and/or master moulder
- 100 2nd unit
- 200 Each unit > 2

- 100 Each Jezzail model > 9

- 400 2nd Plague furnace
- 800 Each plague furnace > 2

- 100 Each plague censer bearer model > 10

- 300 4th Weapon team*
- 500 Each Weapon team* > 4

- 600 1st abomination (-800 if BsB present)***
- 1500 2nd abomination (-2000 if BsB present)***

- 500 1st doomwheel(-700 if abomination present)
- 800 2nd doomwheel

- 200 2nd Warp-Lightning Cannon

**Excluding Warp-Grinders, Doom-Flayers and 1st Ratling Gun. The second and each subsequent Poisoned Wind mortar counts as 2 weapon teams*

*** For each clanrat unit > 3 count the number of slave unit one less*

**** Additional -100 if equipped with Warpstone Spikes*

Bonuses

- +100 No Grey Seer
- +200 Each assassin
- +200 No war machines, Jezzails, Doomwheels, Poisoned wind mortars, Ratling guns or Warfire throwers

- +(FC) Clanrats
- +(FC) Stormvermins
- +(Pts)*2 Giant Rat units with atleast two Packmasters and/or Master Moulders *

- +(Pts)*2 Night runners
- +(FC) Plague Monks **

- (Pts) 1st rat swarm of 3 or more models

- (Pts)*2 1st Rat ogre unit
- (Pts) 2nd Rat ogre unit

** Giant rats count towards the maximum of units that give FC (see ghouls in VC).*

*** For each plague furnace present, the most expensive plague monk unit(s) bonus is ignored*

Magic Items restrictions:

*Warpstone tokens (each 3 counts as one PD)
(Grey seer counts as having 2 tokens)
(Powerstones counts as Warpstone tokens when calculating this)
Portent of Verminous doom -100
Warp energy condenser -100
Storm banner -300
Doomrocket -200*

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Brettonnia

Penalties

-400	Less than 150 pts non-skirmish infantry
-200	Hippogryph
-150	4 th knight unit*
-250	5 th knight unit*
-600	Each unit of knights >5*
-200	Each Pegasus Knight >4

** Which includes Knights of the Realm, Knight Errant, Questing Knights, Pegasus Knights and Grail Knights*

Bonuses

+200	No Lord
+300	Prophetess of the Lady
+(Pts)*2	Each Men-at-Arms unit
+(Pts)*2	Peasant Bowmen unit without the skirmishing rule
+(FC)	1 st Errant Knights unit*
+(FC)	1 st Knight of the Realm unit*
+(BR)	1 st Questing Knights unit*

+(FC) Grail Reliquae

**Nothing for the units > 1*

Magic Items restrictions

- 100 Tress of Isoulde*
- 100 Virtue of Duty*
- 100 Virtue of Confidence*
- 100 Virtue of Discipline (if used by a monster rider)*
- 100 Banner of the Lady*
- 100 Virtue of the Impetuous Knight*
- 100 War banner*

Silver mirror counts as a Dispel Scroll

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Tomb Kings of Khemri

Penalties

-200	2 nd unit with “It came from below...” special rule**
-500	Each unit with “It came from below...” special rule >2
-100	2 nd Skeleton Chariot unit
-200	3 rd Skeleton Chariot unit
-300	Each Skeleton Chariot unit >3
-200	Each unit of Carrion >1
-600	Each Screaming Skull Catapult >1***
-200	2 nd Skulls of the Foe upgrade

** If one of the units with “It came from the below...” special rule is a Tomb Swarm unit then, there is no penalty for having 2 units.

*** If the army only generates 5 or less Power Dice, then the 2nd Screaming Skull Catapult will only get -300 penalty.

Notes:

The Casket of Souls counts as generating 2 Power Dice.

A Tomb King counts as generating 2 Power Dice.

A Tomb Prince counts as generating 1 Power Die.

A Liche Priest counts as generating 2 Power Dice and 1 Dispel Die.

A Liche High Priest counts as generating 5 Power Dice and 2 Dispel Dice.

Each Power Dice > 7 counts as 2 Power Dice

Bonuses

+400	No Lord character
+300	Icon Bearer
+200	Taking two Bone Giants
+(FC)	Skeleton Warriors and Bowmen unit
+(Pts)	Skeleton Light Horsemen unit
+(FC)	1 st Heavy Horsemen unit
+(FC)	1 st Tomb Guard unit
+(Pts)	Ushabtis

Magic Items restriction:

-100 Cloak of the Dunes

-100 Crown of the Kings

-100 War banner

-200 Standard of the Sands if 1 Screaming Skull Catapult in the army (-400 if 2 Screaming Skull Catapults in the army)

-100 Flail of Skulls

Hieratic Jar counts as a Bound Spell

Icon of Rakaph counts as a Bound Spell

Brooch of the Great Desert counts as a Dispel Scroll

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Daemons Of Chaos

Penalties

-100	For taking Battle Standard Bearer
-800	Bloodthirster
-600	Lord of Change
-500	Great Unclean One
-600	Keeper of Secrets
-200	1 st Herald of Khorne with 0+ AS
-400	Each Herald of Khorne with 0+ AS, >1
-100	1 st Blood Chariot of Khorne
-200	Each Blood Chariot of Khorne >1
-100	1 st Burning Chariot of Tzeentch
-200	Each Burning Chariot of Tzeentch >1
-150	Each Herald of Nurgle >1
-100	Each Seeking Chariot of Slaanesh
-100	Each Flesh hound model > 4
-100	Each Seekers of Slaanesh unit > 1
-100	Each Furies and/or Screammers unit >1
-100	4 th Flamer of Tzeentch model*
-200	5 th Flamer of Tzeentch model*
-300	Each Flamer of Tzeentch model > 5*
-100	Each Beast of Nurgle model > 2
-100	Each Fiends of Slaanesh model > 3
-100	Each Bloodcrusher of Khorne model > 2

**Including characters with the Flames of Tzeentch gift*

Bonuses

+300	Daemon Prince
+200	One God Nurgle army
+(BR)	Pink Horrors of Tzeentch < Lv13 magician*
+(BR)	Plaguebearers of Nurgle (one unit less for each Herald of Nurgle present in the army)**
+(BR)	Bloodletters of Khorne**
+(BR)	Daemonettes of Slaanesh**
+(Pts)	1 st Screamer and/or Nurglings

** Maximum of 2 units*

*** Maximum of 3 units*

Note: You can only get bonus for a total of 3 core units, you can still get bonus for Screammers and Nurglings.

Magic Items restrictions:

-200	Dark Insanity
-300	Immortal Fury (-500 with D. Insanity)
-200	Firestorm Blade
-400	Twin Heads
-400	Tzeentch's Will
-200	Trappings of Nurgle (-500 if on GuO)
-100	Slime Trail (-200 if on GuO)
-300	Siren Song (-500 if on KoS) (each >1 -800)
-200	Master of Sorcery (-400 each >1)
-50	Noxious Vapours
-100	Banner of Ecstasy
-200	Siren Standard (1 free if on Daemonettes of Slaanesh)
-100	Each Icon of endless war (-200 if on Bloodcrusher of Khorne)
-100	Each Skull totem(-200 if on Bloodcrushers of Khorne)
-1200	Standard of Chaos Glory
-500	Great Icon of Despair
-200	Banner of Unholy Victory
-100	Icon of Sorcery
-100	Standard of Seeping Decay
-200	Obsidian Armour (if on Bloodthirster)
-400	Each Staff of Nurgle > 1

Banner of Hellfire counts as 2 Power Dice
Great Standard of Sundering counts as 4 Dispel Dice
Spellbreaker and Spell Destroyer counts as Dispel scroll

WARHAMMER

Ogre Kingdoms

Penalties

None!

Restricted Magic Items

-100 Skullmantle
-200 Tenderiser

Bonuses

+200	1+ Hunter(s) in army
+300	Slave Giant
+300	For not using a Tyrant
+(Pts)*2	Ogre Bull units
+(Pts)*3	Gnoblar fighters
+(Pts)	Leadbelcher unit with US > 6
+(BR)	1 st Ironguts unit
+(Pts)	1 st Yehtee unit

Chaos Dwarfs

Penalties

-300	Lammasu
-500	Great Taurus
-100	Each Blunderbuss unit >1
-50	3 rd Fast Cavalry
-150	4 th Fast Cavalry
-500	Each Fast Cavalry >4
-150	3 rd War Machine
-300	4 th War Machine
-1000	Each War Machine >4

Notes: The 1st Earth Shaker and the 3rd Death Rocket counts as 2 War Machines. The 2nd Earth Shaker counts as 3 War Machines.

Bonuses

+(FC)	Chaos Dwarf unit without Blunderbusses
+(Pts)	1 st Blunderbuss unit
+(FC)	Hobgoblins, Any Orc and Goblin units on foot
+(Pts)	Sneaky gits
+(BR)	1 st Bull Centaur unit

Magic Items restrictions:

-100 Armour of Gazrakh the Cruel

WARHAMMER

Dogs of War

Penalties

-150	3 rd Crossbowmen unit
-200	Each Crossbowmen unit >3
Units on cavalry bases with AS better than 4+	
-100	3 rd unit
-200	4 th unit
-300	Each unit>4
-50	2 nd Fast Cavalry
-150	3 rd Fast Cavalry
-500	Each Fast Cavalry >3
-300	Each Ogre unit >2
-150	Each Maneater > 4
-200	Each Skirmishing unit > 3
-400	Giants of Albion
-600	Asarnil the Dragon Lord
-200	If both Beorg Bearstruck and the bearmen of Urslo and Long Drong's Slayer Pirates are taken
-200	Each Fenbeast>2
-600	Each Giant >1

Bonuses

+300	No Lord
+200	Paymaster
+(FC)	Pikemen unit
+(Pts)	Duelists unit
+(BR)	1 st Knight unit of any type
+(FC)	Paymaster's Bodyguard, Norse Marauders and Dwarfs unit without crossbows
+(Pts)	1 st Unit of Crossbowmen, Dwarf crossbows or Leadbelchers
+(Pts)	Halflings unit without Bows
+(Pts)	One Halflings unit with Bows
+(Pts)*3	Birdmen of Catrazza

Notes:

*Each unit of RoR that corresponds with
a regular DoW counts as such when
concerning penalties and bonuses.*

DoW Units in non-DoW armies

Bonuses/Penalties

-200	Each Cannon* or Hot Pot*
-300	1 st unit of Rhinox cavalry
-600	2 nd unit of Rhinox cavalry
-200	Beorg Bearstruck and the bearmen of Urslo
+200	Birdmen of Catrazza
-400	1 st Giant
-600	2 nd Giant

**They also counts as a generic war machine and use the same penalty as already used in that particular list.*