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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 your Composition Score.

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 -600 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.

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.

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

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.

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**

* *Each Wardancer unit after the first counts as two units*

** *Includes Treeman Ancient*

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 2 Glade Rider Units
+(FC) Eternal Guard unit
+(Pts) WarHawk riders
+(Pts)*1,5 Tree kin

* *For a maximum of 2 units*

Notes:

Each Treeman/Ancient counts as generating 1 Power Dice.

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

Dwarfs

Penalties

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

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
Spelleater Rune counts as a Dispel Scroll
Rune of Spellbreaking counts as a Dispel Scroll*

Notes:

Gyrocopter doesn't count as a War Machine

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

Orcs & Goblins

Penalties

-500 Wyvern
Fast Cavalry
-50 2nd Fast Cavalry
-150 3rd Fast Cavalry
-500 Each Fast Cavalry >3
-100 Each Fanatic >1 per 15 models in host unit
-100 Each Snotling unit >2
-100 2nd Chariot*
-200 3rd Chariot*
-400 4th Chariot*
-500 Each Chariot* >4
-50 3rd War Machine**
-150 4th 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
+250 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 1st Arrer Boyz (Pts for the rest)
+(BR) 1st Boar Boyz Or One Savage Orc Boar Boyz
+(Pts)x2 Trolls unit with US >3
+(Pts) 1st 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*

The Empire

Penalties

-100 Arch Lector mounted on War Altar
-200 Griffon
Units on cavalry bases with AS better than 4+**
-100 3rd unit
-200 4th unit
-300 Each unit >4
Units on foot with missile weapons with S4***
-100 3rd unit
-200 Each unit > 3
-50 2nd Fast Cavalry
-150 3rd Fast Cavalry
-500 Each Fast Cavalry >3
-50 2nd War Machine*
-150 3rd War Machine*
-300 4th War Machine*
-1000 Each War Machine >4*
-200 1st Steam Tank (-400 if War Altar Present in army)
-1200 2nd 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) 1st Archer unit
+(BR) 1st Knight unit
+(Pts)*2 Flagellant unit > 10 US
* Including the cost of any detachment(s) without missile weapons

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.

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

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 3rd unit*
- 200 Each unit >3*
- 100 2nd Chariot
- 200 3rd Chariot
- 500 Each Chariot >3
- 100 2nd Great Eagle
- 200 Each Great Eagle >2
- 100 2nd War Machine
- 300 3rd 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) 1st Archers unit
- +(BR)*1,5 1st Silver Helms* unit
- +(BR) Phoenix Guard*
- +(BR) 1st 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*

Vampire Counts

Penalties

- 200 Lord
- 400 Abyssal Terror
- 1000 Zombie Dragon
- 200 2nd Flying Character**
- 300 Each Flying Character** >2
- 50 2nd Fast Cavalry
- 150 3rd 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 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) 1st Grave Guard unit*
- +(Pts)*2 1st 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 Each 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

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 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

Beasts of Chaos

Penalties

- 100 3rd Tuskgor Chariot
- 300 Each Tuskgor Chariot > 3
- 400 Each Chaos Giant >1

Bonuses

- +200 No lord
- +200 No Doombull
- +400 2 Dragon Ogre Shaggoths present in the army
- +(FC) Bestigors, Beast Herds
- +(Pts) Chaos Ogres and Chaos Trolls
- +(FC) Up to 2 Minotaur units
- +(BR) Centigors
- +(Pts) 1st Dragon Ogre Unit

Magic Items restriction

None!

Notes: An army with magic taken only from the Lore of Nurgle counts as generating 2 Power Dice less.

A Great Bray-Shaman with the Mark of Slaanesh counts as generating 2 Power Dice more.

A Bray-Shaman with the Mark of Slaanesh counts as generating 1 Power Die more.

Dwarfs of Chaos

Penalties

- 300 Lammasu
- 500 Great Taurus
- 300 Each Annihilator Unit beyond the first
- 100 Each Wolf Rider after the 2nd
- 150 3rd War Machine
- 300 4th War Machine
- 400 Each War Machine after the 4th
- 100 Hellcannon
- 500 Hellcannon >1

Bonuses

- +(FC) Dwarfs of Chaos
- +(FC) Obsidian Guard
- +(BR) First Annihilator
- +(Pts) Rabble
- +(FC) Hobgoblins or Stikkas (Foot only)
- +(BR) First Bull Centaurs
- +(Pts) Sneaky Gits

Magic Items restriction

- 10 Shard of Obsidian
- 25 Axe of Zhrazak
- 25 Hailfire Gun
- 25 Hell Blade of Hashut
- 25 Phantom Blade
- 100 Each Fire Stone after the first

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 Khorne marked Fast Cav counts as on 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

Lizardmen

Penalties

- 100 Carnosaur
- 100 Slann (-300 if BSB)
- 50 2nd Saurus character
- 100 Each Saurus character > 2
- Skink Skirmishers
- 100 3rd unit
- 200 4th unit
- 300 Each unit >4
- Skinks (cohort) that cost less than 75p
- 100 2nd unit
- 200 Each unit > 2
- 100 First Terradon unit
- 200 Each Terradon unit >1
- 100 1st Stegadon (-200 if Ancient)
- 500 Each Stegadon/Ancient > 1
- 100 3rd 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) 1st Jungle Swarm unit
- +(Pts) 1st Kroxigors unit
- +(BR) 1st 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 Becalming Cogitation counts as 2 Dispel Dice*
- Cube of Darkness counts as a Dispel Scroll*
- The Focused Ruminant counts as 3 Power Dice*

Skaven

Penalties

- 100 2nd giant rat unit with US<15
- 200 Each giant rat unit with US<15 > 2
- 100 Each Jezzail model > 9
- 400 2nd Plague furnace
- 800 Each plague furnace > 2
- 100 Each plague censer bearer model > 10
- 100 3rd Weapon team*
- 500 4th Weapon team*
- 1000 Each Weapon team* > 4
- 200 Each tunneling team >1
- 600 1st abomination (-800 if BsB present)
- 1500 2nd abomination
(-2000 if BsB present)
- 600 2nd doomwheel
- 200 2nd war machine of the same kind
- *Excluding tunneling team. The second and each subsequent poison wind mortar counts as 2 weapon teams

Bonuses

- +600 WPS Bonus
- +200 No lord
- +200 Warlord
- +200 Each assassin
- +200 No war machines, weapon teams, jezzails or doomwheel
- +(FC) Clanrats*
- +(FC) Stormvermins*
- +(Pts)*2 Giant rats with US>14 **
- +(Pts)*2 Night runners **
- +(FC) Plague Monks ***
- (Pts) 1st rat swarm unit with US>10
- (Pts)*2 1st Rat ogre unit
- (Pts) 2nd Rat ogre unit
- * If a screaming bell is present, the bonus for the most expensive Clanrats or Stormvermin is changed to BR instead of FC.
- ** The Pts*2 bonus for Night runners and Giant rat units are counted towards to maximum units which gives FC (see ghouls in VC).

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 -200

Storm banner -300

Doomrocket -200

Brettonia

Penalties

-400 Less than 150 pts non-skirmish infantry
-200 Hippogryph
-150 4th knight unit*
-250 5th 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
+(BR) 1st Errant Knights unit*
+(FC) 1st Knight of the Realm 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

Tomb Kings of Khemri

Penalties

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

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) 1st Heavy Horsemen unit
- +(FC) 1st Tomb Guard unit
- +(Pts) Ushabtis

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*

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*

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 1st Herald of Khorne with 0+ AS
- 400 Each Herald of Khorne with 0+ AS, >1
- 100 1st Blood Chariot of Khorne
- 200 Each Blood Chariot of Khorne >1
- 100 1st 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 4th Flamer of Tzeentch model*
- 200 5th 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*

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

Bonuses

- +300 Daemon Prince
- +200 One God Nurgle army
- +(BR) Pink Horrors of Tzeentch < Lvl3 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) 1st 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.

- (-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

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) 1st Ironguts unit

+(Pts) 1st Yehtee unit

Chaos Dwarfs

Penalties

-300 Lammasu

-500 Great Taurus

-100 Each Blunderbuss unit >1

-50 3rd Fast Cavalry

-150 4th Fast Cavalry

-500 Each Fast Cavalry >4

-150 3rd War Machine

-300 4th 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) 1st Blunderbuss unit

+(FC) Hobgoblins, Orc and Goblin units on foot

+(Pts) Sneaky gits

+(BR) 1st Bull Centaur unit

Magic Items restrictions:

-100 Armour of Gazrakh the Cruel

Dogs of War

Penalties

- 150 3rd Crossbowmen unit
- 200 Each Crossbowmen unit >3
- Units on cav bases with AS better than 4+
- 100 3rd unit
- 200 4th unit
- 300 Each unit >4
- 50 2nd Fast Cavalry
- 150 3rd 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) 1st Knight unit of any type
- +(FC) Paymaster's Bodyguard, Norse Marauders and Dwarfs unit without crossbows
- +(Pts) 1st Unit of Crossbowmen, Dwarf crossbows or Leadbelchers
- +(Pts) Halflings unit without Bows
- +(Pts) One Halflings unit with Bows
- +(Pts)*3 Birdmen of Catrazza

DoW Units in non-DoW armies

Penalties

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

Bonuses

- +200 Birdmen of Catrazza

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