

WARHAMMER

Appendix A: - Army Composition System

No army can score over 6000 or less than 0 for army composition.

The system is quite simple to use. You will find your army on the following list and start with the 3000 points. This number then has either bonuses added or penalties deducted as shown in the **Generic Points, Army Specific Points, and the Restricted Magic Items List** sections. The final total is your AC score and is added to your overall Score for the Tournament.

Please read **all** sections carefully.

We would hope that no player scores less than 1000pts and that the majority of players would look to score 3000-4000 pts as a balanced army.

Terminology / Clarifications

- "Spellcaster" denotes any Character that can cast a spell in the Magic Phase (Including bound Spells), that generates power dice in their Magic Phase, or that can carry Arcane Magic Items.
- ">" More Than, and "<" Less Than.
- Every time a bonus is subject to ">X", the highest pointed unit(s) are ignored first.
For example:-
Dark Elves - each Crossbow Unit >1
So if you had a 4 units of 12,10,10, & 10, the first unit of 12 would be ignored, and the bonus would only apply to the 3 remaining units of 10.
- **(FC)** Denotes the bonus rewarded is worth either : -
Equal to the points cost of the unit without a "Full Command", OR
Double the points cost of the unit with a "Full Command".

To receive the double points for a "**Full Command**" you must take all available upgrades (e.g. Champion, Musicians, & Standards) where available.

Example: A 20-man Empire Spearmen unit with Shields, costs 140pts and would therefore only receive 140pts bonus. However if a "Full Command" was taken at 25pts (165pts total) the bonus is doubled to 330pts.

If the unit then takes a War Banner (25pts), the bonus stays the same as the Magical Banner is not added and/or doubled.

- **(Pts)** Denotes that the bonus you receive for taking the unit is the same as the point's cost for the unit, regardless if 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.
- **(FC) >1** The most expensive unit is still ignored, whether it has a Full Command (FC) or not.

NOTE: All bonuses exclude points for Magical Banners, and other upgrades, like Skaven Weapon Teams & Night Goblin Fanatics etc.

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Generic Points

+200	For taking an Army Standard Bearer.
-100	Each Lord/Hero with a total Str of 7 or more that is obtained by either a "Magical Weapon", Halberd, or by a weapon with variable Strengths (eg. Lance, Flail, Spear, etc), and that is either mounted, has a movement of 7+, or can Fly .
-200	Each Lord/Hero with a total Str of 7 or more that is obtained by taking a Great Weapon, and that is either mounted, has a movement of 7+, or can Fly .
-300	Any Terror causing Ridden Monster with 5 or less wounds
-600	Any Terror causing Ridden Monster with 6 or more wounds* *Excludes the Lizardmen Stegadon & Dark Elf Hydra.
+400	No Spellcasters * ¹ (Does Not Apply to Dwarf or Khorne led Armies)
-1500	If there are no Standard Bearers in the Army * ²
-500	If there is only 1 Standard Bearer in the Army * ² This does not apply to a "Hordes of Chaos" army lead by a Daemonic General.
-300	For taking a DoW unit as a Rare choice (Not DoW Armies)
-400	For taking a Regiment of Renown unit (Not DoW armies)
-400	For taking a Truthsayer or Dark Emissary (Not in addition to above)
+600	Magic items taken on Hero/Lords of accumulated value 0-24 * ³
+400	Magic items taken on Hero/Lords of accumulated value 25-49* ³
+200	Magic items taken on Hero/Lords of accumulated value 50-99* ³
0	Magic items taken on Hero/Lords of accumulated value 100-124* ³
-200	Magic items taken on Hero/Lords of accumulated value 125-149* ³
-400	Magic items taken on Hero/Lords of accumulated value 150-199 * ³
-600	Magic items taken on Hero/Lords of accumulated value 200+ * ³
-150	Each Fast Cavalry unit in your army >2

*¹ This includes Characters that can cast bound spells, e.g. Empire Priests, but not any units/models chosen from CORE, SPECIAL or RARE choices (e.g. Wood Elf Treeman & Chaos Horrors). This also includes, any characters that generate a Power Dice in the Magic Phase, e.g. Skaven Warlock Engineers.

*² An "Army Battle Standard Bearer" counts towards the total taken. Therefore one Standard Bearer and one Army Battle Standard Bearer would ignore both these penalties.

*³ **Magic items*** include all Daemonic Gifts, Bloodlines, Honours, Temple of Khaine Poison & Artefacts, Bretonnian Virtues, & Sacred Spawning's, but does not include any Mounts, Chariots, Ridden Monsters, or Chaos Marks.

***The Dwarf Anvil of Doom and Runes on Warmachines,
The Tomb King Casket, and all Magical Banners are not included.**

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Empire

Penalties		Bonuses	
-250 -500	Each Spellcaster Level 5-8 Each Spellcaster Level >8	+100	Each Engineer
-200	1st Inner Circle unit. Note : If you take a Grand Master, this 1st penalty is ignored.	+150	Each Warrior Priest* *Counts as a Level 1 Spellcaster.
-600	2nd Inner Circle unit.	+(FC)	Each Swordsmen, Spearmen or Halberdier unit including any that are detachments*.
-400	Each unit of any Knights > 3	+(Pts)	Each Archer unit including any detachments*.
-400 -200 +200	A Steam Tank If you take a Hellblaster on a Steam tank. If you take a Mortar or Fighting Platform.	+(Pts)	Each Free Company unit including any detachments*.
-200	Each Cannon and/or Mortar >2		*Note: Detachment units of Handgunners or Crossbow units do not get any +(Pts), only Spearmen, Swordmen, Archers, Free Company and Halberdier units can only get these bonus points.
-200	Each unit of Handgunners and/or Crossbow >2 [inc detachments]	+(Pts)	Greatswords
-600	Each Volley Gun >1		

Empire – The Cult of Ulric.

Penalties		Bonuses	
****	Note : A High Priest of Ulric Counts as a Level 2 Spellcaster.	+(FC)	Each Warriors of Ulric >1
-250 -500	Each Spellcaster Level 5-8 Each Spellcaster Level >8 Note: Any Priest of Ulric counts as a Level 1 Spellcaster.	+(FC)	Teutogen Guard that does not have the <i>Inner Circle</i> upgrade
		+(Pts)	Teutogen Guard that does have the <i>Inner Circle</i> upgrade
-200	An Inner Circle Knight unit. Note : If you take a Grand Master, this penalty is ignored.	+(Pts)	Each Archer unit
-400	Each unit of any Knights and/or Gryphon Legion > 3	+(FC)	Each Spearmen or Halberdier unit
-400	Each Wolf-kin unit >1		

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Dark Elves

Penalties		Bonuses	
-250	Each Spellcaster Level 5-8	+250	Each Assassin
-500	Each Spellcaster Level >8	+(FC)	Each Spearman or Corsair Unit
-400	Each Chariot >2	+(Pts)	Each Witch Elf unit
-300	Each Unit of Cold One Knights >2	+(Pts)	Each Executioner Unit
-400	Each Repeater Bolter Thrower > 2	+(FC)	Each Crossbow Unit >1
		+(Pts)	Black Guard Unit
		+400	Cauldron Of Blood
CITY GUARD			
****	All Bonuses & Penalties as above in addition too →	+(FC)	Each Warrior or City Guard Unit

High Elves

Penalties		Bonuses	
-250	Each Spellcaster Level 5-8	+(FC)	Each Spearman unit or Lothern Sea Guard Unit
-500	Each Spellcaster Level >8		
-400	Each Repeater Bolter Thrower > 2	+(FC)	Each Phoenix Guard or White Lions Unit.
-400	Each unit of Silver Helms >3	+(Pts)	Each Archer Unit >1
-400	Each Chariot >2	+(Pts)	Each Sword Master Unit.

Wood Elves

Penalties		Bonuses	
-250	Each Spellcaster Level 5-8	+250	Each Blade Weaver
-500	Each Spellcaster Level >8	+(FC)	Each Glade Guard unit.
-200	Each Dryad unit >1	+(Pts)x2	Each Warhawk unit.
-200	Each Wardancer unit >1	+(FC)	Each Archer unit.
-600	Each Treeman >1	+(Pts)x2	Each Scout unit.

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Orcs and Goblins

Penalties		Bonuses	
-200	Great Shamen	+(Pts)* +(FC)*	Each unit of Orc Boyz or If the General is an Orc or Black Orc *(Not Big 'Uns)
-250 -500	Each Spellcaster Level 5-8 Each Spellcaster Level >8	+(Pts)	Big 'Uns
-100	Each Fanatic >1 Per Unit	+(Pts)* +(FC)*	Savage Orc Boys or If the General is a Savage Orc *(Not Big 'Uns)
-200	Each Spear Chukka >2	+(Pts)x2	Each 'Arrer Boy unit.
-400	Each Orc and/or Goblin Chariot >2	+(Pts) +(FC)	Each unit of Goblins or If the General is a Common Goblin
-200	Each Doom Diver >1	+(Pts)* +(FC)*	Night Goblins or If General is a Night Goblin <i>*Any Fanatics are not included within this bonus just the core unit points are used.</i>
-300	Each Rock Lobber >1		
-600	Each Giant >1	+(Pts)x2	Each unit of Trolls

Tomb Kings

Penalties		Bonuses	
-400	Each High Liche and/or Liche Priest >2	+100	Icon Bearer, in addition to the +200 for an Army BSB.
-800	Any Spellcaster that is not a Tomb King Character	+(FC)	Each unit of Skeletons Warriors and/or Bowmen >1
-200	Casket of Souls	+(FC)	Tomb Guard If Army is led by a Tomb Prince
-200	Each Scorpion >1	+(Pts)	Tomb Guard If Army is led by a Tomb King
-300	Each Unit of Ushabti >1	+(Pts)	Each Chariot Unit If the Army if Led by a Tomb King
-300	Each Chariot Unit >2 Unless army is Led by a Tomb King.		
-200	Each unit of Carrion >2		
-600	Each Bone Giant >1		
-400 -200	Each Catapult >1 Each Skull of the Foe Upgrade.		

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Dogs of War

Penalties		Bonuses	
-250	Each Spellcaster Level 5-8	+(FC)	Each Pikeman * unit >1
-500	Each Spellcaster Level >8	+(Pts)	Each Duellists unit not armed with Pistols.
-200	Each Crossbow * Unit >2	+(FC)	Paymasters Bodyguard
-300	Each Ogre* Unit >1	+(Pts)	Norse Marauders
-400	Each Heavy Cavalry * unit >3	+(Pts)x2	Halflings Unit *
		n/a	The Paymaster does get the bonus for taking an Army Battle Standard Bearer

NOTE : All units marked with an ' * ' are just for the entries in the DoW sections. For example, if you take a unit of Ogres and Golfag's Ogres then there is no penalty as Golfag is a RoR choice witch is penalised separately.

Kislev Allies

Penalties	
-200	Each Kislev Boyar >1
+(Pts)	Each unit of Kislev Kossars
-300	Dwarfs & Wood Elves : Each unit of <i>Winged Lancers and/or Gryphon Legion</i> >1
Special	<i>Winged Lancers and Gryphon Legion</i> counts towards your limit of Cavalry , for the following armies as shown:- Empire : Knights Ulric Cult : Knights Dow : Heavy Cavalry High Elves : Silver Helms
-300	Dwarfs : Each unit or <i>Ungol Horse Archers</i> >1

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Vampire Counts

Penalties		Bonuses	
-250	Each Spellcaster Level 5-8	+200	Lahmian Vampire Count or Lord
-500	Each Spellcaster Level >8	+100	Lahmian Thrall*
		+100	Necrach Vampire Count or Lord
		+100	Necrach Thrall*
-400	Each Knight Unit >2	+100	Von Carstien Lord or Count
			*Not if Army BSB
-200	Each Fell Bat Unit >2	+(FC)	Each unit of Skeletons and / or Zombies >1
-400	Each Banshee >1	+(Pts)	Grave Guard Unit
-200	Each Unit of Ghouls >2	+200	Taking a Black Coach.

Chaos Dwarves

Penalties		Bonuses	
-250	Each Spellcaster Level 5-8	+(Pts)	Each Goblin Unit
-500	Each Spellcaster Level >8	+(FC)	Each Chaos Dwarf Unit without a Blunderbuss.
-200	Each Bull Centaur Hero and/or Lord >1	+(Pts)	Each Orc Unit (Not Big Uns)
-300	Each Bull Centaurs Unit >1	+(Pts)	Each Unit of Hobgoblins on Foot
-200	Each Death Rocket >1		
-200	Each Bolt Thrower >2		
-400	Each Sneaky Git Unit >1		
-600	Earth Shaker > 1		

Dwarf's

Penalties		Bonuses	
-150	Each Runesmith >1	+150	Each Dragon Slayer
-600	Any Spellcaster that is not a Dwarf Rune Lord.	+200	Daemon Slayer
		+100	Each Engineer
-200	Each Thunderer and/or Crossbow unit >2	+(FC)	Each unit of Warriors
		+(Pts)x2	Taking a unit of Rangers
-200	Each Rock Lobber and/or Cannon >2	+(Pts)	Each unit of Longbeards and / or Hammerer's
-200	Each Bolt Thrower >2		

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Lizards - Generic List

Penalties		Bonuses	
****	Only bonus +100pts if the Slann is the army BSB.	+100	A Skink Chief
-200	4 th Gen Slann	+(Pts)	Each Saurus unit (regardless of any Spawning upgrades)
-500	3 rd Gen Slann	+(Pts)	Each Temple Guard unit.
-1200	2 nd Gen Slann	+(Pts)	Each Skink Skirmish Unit that does not have the Scout Ability [up to a Max of 4 units] .
-250	Each Spellcaster Level 5-8		
-500	Each Spellcaster Level >8		
-300	Each unit of Kroxigor >1		
-400	Each Unit of Cold One Knights >2		
-600	Each Stegadon >1		
-150	Each Salamander >2		

Lizards - Southlands List

Penalties		Bonuses	
****	Only bonus +100pts if the Slann is the army BSB.	+300	No Lord choice, including taking the extra Skink Hero's.
-200	4 th Gen Slann	+(Pts)x3	Each Core Skink Cohort Unit
-250	Each Spellcaster Level 5-8	+(Pts)	Each Skink Skirmish Unit that does not have the Scout Ability [Max 4 units]
-500	Each Spellcaster Level >8		
-300	Each unit of Kroxigor >1		
-200	Each Salamander >3	+(Pts)	Each Saurus unit (no Spawning)

Brettonnians

Penalties		Bonuses	
-250	Each Spellcaster Level 5-8	+(FC)	Each Man-at-arms unit
-500	Each Spellcaster Level >8	+(FC)	Each Bowman unit
		+(Pts)	Grail Require
-250	Each Pegasus Knight unit > 1	+(Pts)	Each Errant Knight* unit and/or Knights of the Realm* unit with 7+ models.
-400	Each Questing Knight unit >1		
-400	Grail Knights		
-400	Each Trebuchet >1		
			*Errant and/or Realm Knights are >1
			Note: Brettonnians do not receive the +200 Generic BsB bonus.

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Hordes of Chaos Mortals and Beasts of Chaos.

GENERAL MODIFIERS	
-250	Each Spellcaster Level 5-8
-500	Each Spellcaster Level >8
+400	Pure Daemon Army – either Khorne, Undivided or Tzeentch List **
+600	Pure Daemon Army – either Nurgle or Slaanesh list** ** May still include Furies and still receive the Bonus.
<i>Army Led by a Mark of Undivided General</i>	
-200	Each Unit, Character or Model with a Mark other than Undivided >1 Does not apply to an Undivided Daemonic General.
<i>Army Led by a General with any Mark other than Undivided.</i>	
-200	Each Unit, Character or Model with the Mark of Undivided >1
MORTAL UNITS	
-200	Exalted Sorcerer of Chaos – Mortal General
-400	Exalted Sorcerer of Chaos – Beast or Daemon General
-100	Each Exalted Champion of Chaos >1 Mortal General
-200	Each Exalted Champion of Chaos – Beast or Daemon General
-200	Each Sorcerer Of Chaos – Beast or Daemon General
+(FC)	Each Warriors Of Chaos Unit – Mortal General
+(Pts)	Warriors Of Chaos Chosen Unit – Mortal General
+(Pts)*	Each Warriors Of Chaos Unit – Beast or Daemon General *Not a Chosen Unit.
+(FC)	Each Marauders of Chaos – Mortal General
+(Pts)	Each Marauders of Chaos – Beast or Daemon General
-200	Each Marauder Horsemen Unit – Beast or Daemon General
-300	Each Knights of Chaos Unit >2 – Mortal General
-300	Each Knights of Chaos Unit – Beast or Daemon General
-400	A Chosen Knight Unit.
-400	Each Chariot of Chaos and/or Tuskgor Chariot >2 – Mortal General
-250	Each Chariot of Chaos – Beast or Daemon General
DAEMON UNITS	
-200	Each Daemon Prince and or Exalted Daemon >1
-400	Great Unclean One & Count as having 100pts of Magic Items.
-600	Keeper of Secrets / Lord of Change - Count as having 100pts of Magic Items.
-900	Bloodthirster & Count as having 100pts of Magic Items.
+(FC)	Each Bloodletter Unit – Daemon General
+(Pts)	Each Bloodletter Unit – Beast or Mortal General
-200	Each Flesh Hounds of Khorne Unit – Beast or Mortal General
+(Pts)x2	Each Plaguebearer Unit – Daemon General
+(Pts)	Each Plaguebearer Unit – Beast or Mortal General
+(Pts)x2	Each Daemonette Unit – Daemon General
+(Pts)	Each Daemonette Unit – Beast or Mortal General
-200	Each Mounted Daemonette Unit – Beast or Mortal General
+(Pts)	Each Horror Unit – Daemon General Only
-100	Each Flamer >1 per unit of Horrors.
-250	Screamers of Tzeentch – Beast or Mortal General
-250	Chaos Furies – Beast or Mortal General

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Chaos (cont'd)

BEAST UNITS	
-200	Great Bray Shaman – Beast General
-400	Great Bray-Shaman – Daemon or Mortal General
-200	Each Bray-Shaman – Daemon or Mortal General
+(Pts)	Each Beast Herd (up to a Maximum of 4 units) – Beast General
-200	Each Beast Herd – Daemon or Mortal General.
+(FC)	Each Bestigor Unit – Beast General Only
-400	Each Tuskgor Chariot and/or Chariot of Chaos >2 – Beast General*
-250	Each Tuskgor Chariot – Daemon or Mortal General*
	<i>*The Penalty for a MoU unit in a Non-MoU army does not apply to Beast Chariots.</i>
+(Pts)	Each Chaos Troll Unit
-300	Each Chaos Ogre and/or Minotaur Unit >1 – Except a Doom Bull General.
-300	Each Chaos Ogre and/or Minotaur Unit >3 – Doom Bull General Only.
-200	Each Centigor unit – Daemon or Mortal General
-800	Each Chaos Giant >1
-200	Each Chaos Giant – Daemon or Mortal General
-400	Each Dragon Ogre Unit >1
-200	Each Unit of Dragon Ogres – Daemon or Mortal General
-600	Shaggoth. > 1
-200	Each Shaggoth with a Great Weapon, in addition the penalty above.
NOTES	1. All Chaos Spawns are considered to be neutral and can be taken in a Daemonic army and still receive the “Pure Army” bonuses.
	2. A Daemon Prince or Exalted Daemon Army General that has either the “Master of Mortals” or the “Unliving Idol” counts as a Mortal/Beast General for the purpose of this AC. As does a Mortal General with the “Chalice of Chaos” counts as a Demoniac General.

Skaven

Penalties		Bonuses	
		+100	Each Assassin
-200	Screaming Bell	+150	Each Master Moulder
-300	Each Spellcaster Level 5-8**	+(Pts)	Each Plague Monk Unit
-500	Each Spellcaster Level >8**	+(FC)	Each Clanrat unit without a Weapons Team
	<i>** Note, that a Warlock that has either Warp-Energy Condenser or Supercharged Warp-Power Accumulator, counts as a Level 2 for this penalty.</i>	+(Pts)*	*Each Clanrat unit with a Weapons Team With and/or Without a Weapons Team, Clanrat's are >1
			<i>*Any Weapons Teams are not included within this bonus, just the core unit points are used.</i>
-600	Each Warp Lighting Cannon >1	+(Pts)	Storm Vermin without a Weapons Team
-100	Each Jezzail Models >5	+(Pts)	Each Night Runner unit.
-100	1 st Ratling Gun	+(Pts)	Each Rat Ogres unit.
-300	2 nd Ratling Gun	+(Pts)	Giant Rat Packs
-450	Each Ratling Gun >2		

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Restricted Magic Item List

For each item taken from the list **-200 pts**, unless otherwise stated.

Generic Items

Power Stone
Each Dispel Scroll and/or it's equivalent **>2**
e.g. Spellbreaker / Broach of the Desert etc

Vampire Counts

Book of Arkhan (-300)
Black Periapt
Staff of Damnation
Rod of Flaming Death (-100)
Cursed Book
Power Familiars
Dark Acolyte (-100)
Banner of the Barrows

Dark Elves

Gauntlet of Power
Darkstar Cloak
Seal Of Ghrond

Wood Elves

Hail of Doom Arrow
Hunting Spear (*Archmage Only*)
Potion Of Knowledge (*Archmage Only*)
Wand of Jet

Bretonnians

Virtue of Duty (-300 if on the BSB)
Tress of Isoulde
Sacrament of the Lady
Chalice of Malfleur (-100)

Orcs & Goblins

Buzgob's Knobbly Staff
Ditto's Double Doin' Doo-Dahs (-400)
Dangly Wotnotz
Nibbla's 'Itty Ring

High Elves

Seer
Ring of Corin
Ring of Fury
Banner of Sorcery
Jewel of Dusk
Annulian Crystal (-100)
Banner of Battle (only if the Character is Mounted)

Empire & Cult of Ulric*

Rod of Power
Griffon Standard
Van Horstmann's Speculum (*Wizards, Priests, or Engineers Only*)
Doom Fire Ring
*Each Wolfshed Emblem (-100)
*Each Amber Fang
*Each Fang of the Winter Wolves

Skaven

Each Warpstone Tokens, taken above those you start with. (-100)
Eye of the Horned Rat
Storm Daemon
Bands of Power[-100]
Warp Scroll

Lizards

Plaque of Dominion
Diadem of Power
Each Blessed Spawning of Tepok (-150)
Charm of the Jaguar
Steg Helm if taken on a Skink riding a Steg (-400)
Huanchi's Blessed Totem (*if taken on a Sarus Army BSB -400*)

Tomb Kings

Banner of the Undying Legion
Staff of Ravening
Icon of Rakaph
Hieratic Jar (-100 Liche, -200 High Liche)
Cloak of the Dunes (*Only If taken on a Liche or High Liche Priest*)
Crown of The Knigs (-100)

Chaos & Beastmen

Armour of Damnation
Golden Eye of Tzeentch
Staff of Change (-400)
Book of Secrets (if on foot)
Power Familiars
Helm of Many Eyes (*Only if taken by MoU Character*)
Horn of The Great Hunt
The Dark Heart
Units/Chariots with Mark of Tzeentch (*If General has the Mark of Tzeentch then only -100 pts*)

Dwarf's

Each Rune of Penetration >1
Master Rune of Balance