

WARHAMMER

Storm of Chaos – Appendix Army Composition Lists

Unless stated otherwise, all Magic Items from the main “Army Composition” system still apply to these armies. In addition if an existing army may use new “Magic Items” from the Storm of Chaos Armies (for example Dark Elves), then any penalties noted below for taking them, will also apply.

The **Errantry War** is as per the normal **Bretonnians**

Dark Elves – Cult of Slaanesh

Penalties		Bonuses	
-600	Keeper of Secrets - Count as having 100pts of Magic Items.	+(Pts)	Each Crossbow Unit >1
-250	Each Spellcaster Level 5-8	+(FC)	Each Spearman Unit
-500	Each Spellcaster Level >8	+(Pts)	Each Devoted of Slaanesh Unit
-300	Each unit of Chaos Knights and/or Cold One Knights >2	+(FC)	Marauders Unit
-400	Each Repeater Bolt Thrower > 2	+(Pts)	Chaos Warriors Unit
-150	Taking Furies	+(Pts)x2	Each Daemonette Unit
		Magic Item Restrictions:-	
		Quickening Blood (-300 if used with a GW) Wand of the Kharaidon	

Vampire Counts – Army of Sylvania

Penalties		Bonuses	
-200	Vampire Lord	+(Pts)	Cheapest Drakenhof or Grave Guard Unit
-800	Any Spellcaster that is not a Vampire Count or Lord.	+(FC)	Each unit of Sylvania Militia and / or Levey >1
-200	Each Fell Bat Unit >2	+100	Each Black Coach
-(Pts)	Each Bat Swarm Unit >1	Note: An army with no magic users cannot claim the bonus for no magic user.	
-600	Each Banshee >1		

Skaven – Clan Eshin

Penalties		Bonuses	
-800	Any Spellcaster that is not a Skaven unit/model.	+100	Each Assassin
-150	1 st Ratling Gun	+(Pts)x2	Each Night Runner unit.
-300	2 nd Ratling Gun	+(Pts)	Each Gutter Runner unit (Inc Tunnelling Teams)
-450	Each Ratling Gun >2	+(FC)	Each Clanrat unit without a Weapons Team
-100	Each Jezzail Models >3	+(Pts)	Each Stormvermin unit unit without a Weapons Team

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Dwarves - The Slayer Army Of Karak Kadrin.

Penalties		Bonuses	
-800	Any Spellcaster	+(FC)	Each Troll Slayer Unit >1
-400	Taking 4 or more Hero & Lords choices.	+(Pts)	A Brotherhood of Grimnir Unit
-125	Each Doomseeker >3	+(Pts)	A Long Drong's Unit
Magic Item Restrictions:- Master Rune of Grimnir Deathblow Skavenslayer		Note : The Slayer army ignores the Generic penalty for taking a RoR units if they take the Goblin Hewer or Long Drogs	

Chaos – Daemon Legion

GENERAL MODIFIERS	
-250	Each Spellcaster Level 5-8
-500	Each Spellcaster Level >8
DAEMON UNITS	
-250	Each Daemonic Herald >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 >1 – Khorne Daemon General
+(Pts)	Each Bloodletter Unit – Undivided Daemon General
+(FC)	Each Plaguebearer Unit >1 – Nurgle Daemon General
+(Pts)	Each Plaguebearer Unit – Undivided Daemon General
+(FC)	Each Daemonette Unit >1 – Slaanesh Daemon General
+(Pts)	Each Daemonette Unit – Undivided Daemon General
+(FC)**	Each Horror Unit >1 – Tzeentch Daemon General
+(Pts)	Each Horror Unit – Undivided Daemon General
-150	Each unit of Furies, Flamers, and/or Screammers >2
-400	Each Daemonic Riders "Special" Choice >1
-400	Each Chariot >1
Note: The Daemonic Legion does not get the Generic points for taking an Army BSB.	
Magic Item Restrictions:- The Unholy Icon	

High Elves – Sea Patrol

Penalties		Bonuses	
-250	Each Spellcaster Level 5-8	+400	No Sea Lord taken
-500	Each Spellcaster Level >8	+(FC)	Each Ships Company
-400	Each Repeater Bolter Thrower > 2	+(FC)	Each Lothorn Sea Guard Unit >1
-200	Each Great Eagle >1		
-400	Each Merwyrm >1		

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Chaos – Archaon Horde

GENERAL MODIFIERS	
-250	Each Spellcaster Level 5-8
-500	Each Spellcaster Level >8
<i>Army Led by a Mark of Undivided General</i>	
-300	Each Unit, Character or Model with a Mark other than Undivided >1
<i>Army Led by a General with any Mark other than Undivided.</i>	
-300	Each Unit, Character or Model with the Mark of Undivided >1
MORTAL UNITS	
-100	Each Exalted Champion of Chaos >1
+(FC)	Each Warriors Of Chaos Unit
+(Pts)	Each Warriors Of Chaos Chosen Unit
+(FC)	Each Marauders of Chaos
-400	Each Knights of Chaos Unit >2
-400	Each Chosen Knight Unit
-400	Each Chariot of Chaos >2
-200	Each Flayerkin unit >1

Orc's - Grimgor's 'Ardboyz

Penalties		Bonuses	
-250	Each Spellcaster Level 3-4	+(Pts)	Each Black Orc and / or Orc Boyz Big 'Uns >1
-500	Each Spellcaster Level >5	+(FC)	Each unit of Orc Boyz
-200	Each Spear Chukka >2	+(Pts)x2	Each 'Arrer Boy unit.
-400	Each Orc Chariot >2	+(Pts)	Each unit of Trolls
-300	Each Rock Lobber >1	In addition, Grimgor's army ignores the Generic penalty for taking a RoR unit if they take Rugluds' Armoured Orc's .	
-200	Effigy of Gork		
-800	Each Giant >1		
-400	Each Big 'Un Boar Boy Unit >3		

Empire - Middenlanders

Penalties		Bonuses	
-250	Each Spellcaster Level 5-8	+100	Each Priest of Ulric* *Counts as a Level 1 Spellcaster.
-500	Each Spellcaster Level >8	+(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* (Not Huntsmen)
-600	2nd Inner Circle Knight unit.	+(Pts)	Teutogen Guard that does have the <i>Inner Circle</i> upgrade
-200	Each Cannon >1	+(Pts)	Each Warriors of Ulric >1
-200	Each Mortar >1	*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.	
-400	Each Wolf-kin unit >1		
-200	Each unit of Handgunners and/or Crossbow >2 (inc detachments)		