

# 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 27 January 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 -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.**

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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  
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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## Skaven

### Penalties

- 50 2<sup>nd</sup> Slave Unit
- 100 3<sup>rd</sup> Slave Unit
- 200 Each Slave unit > 3
  
- 100 2<sup>nd</sup> giant rat unit with US<15
- 200 Each giant rat unit with US<15 > 2
  
- 100 Each Jezzail model > 9
  
- 400 2<sup>nd</sup> Plague furnace
- 800 Each plague furnace > 2
  
- 100 Each plague censer bearer model > 10
  
- 100 3<sup>rd</sup> Weapon team\*
- 500 4<sup>th</sup> Weapon team\*
- 1000 Each Weapon team\* > 4
  
- 200 Each tunneling team >1
  
- 600 1<sup>st</sup> abomination (-800 if BsB present)
- 1500 2<sup>nd</sup> abomination (-2000 if BsB present)
  
- 300 1<sup>st</sup> doomwheel
- 600 2<sup>nd</sup> doomwheel
  
- 500 Each Large Target > 2
  
- 200 2<sup>nd</sup> war machine of the same kind

\*Excluding tunneling team. The second and each subsequent poison wind mortar counts as 2 weapon teams

### Bonuses

- +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) 1<sup>st</sup> rat swarm unit with US>10
  
- (Pts)\*2 1<sup>st</sup> Rat ogre unit
- (Pts) 2<sup>nd</sup> Rat ogre unit

\* If a screaming bell is present, the bonus for the most expensive Clanrats or Stormvermine 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).

\*\*\* 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 -200  
Storm banner -300  
Doomrocket -200