



COMMUNITY COMP


IMPERIAL ARMOUR

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How to use this document

Some tournaments allow Forgeworld / Imperial Armour units, other tournaments do not. Community Comp would like to give the Tournament Organiser (TO) a choice.

This document is used in conjunction with the Community Comp System found at www.communitycomp.org

This document assumes you are familiar with the general concepts of Community Comp, like how many Credits you are allowed to 'spend' on an army list, and how Cumulative Scoring works.

In the following sections you will find a set of rules pertaining to each Faction. As the various Imperial Armour books that have been published are not all in the same format, have multiple versions, and there are multiple variants of each unit, please refer to the [Imperial Armour Units Spreadsheet](#) to determine which Imperial Armour book is being used for costings.

While the 'Main Community Comp' document lists units by Faction, Imperial Armour has units that can be used by a number of Factions, as such we have done our best to list the units in a logical manner. That being said, if you cannot find the unit you are looking for in the section you expect, the PDF search option is your best option.

In the Main Community Comp document if a unit's 'Source' is listed and the unit itself is not then it is considered to cost 0 Credits. This is not the case with the Imperial Armour Edition. Instead if a unit is not listed in this document, then check to see if it is listed in the [Imperial Armour Units Spreadsheet](#), if it is listed in the Spreadsheet then it is considered 0 Credits. If it is not listed in the Spreadsheet then for the purposes of Community Comp it may not be used.

[There are also certain army lists that are allowed in the Imperial Armour Community Comp document. These lists will be listed within their relevant Factions section in the Document.](#)

If a unit or publication is not mentioned in its relevant section then please ask us about it on the Community Comp Facebook page. Link found in the Contact Us tab.





Recent Changes

- Loyalist SM Chapter tactics updated
- Warhound Titans unbanned
- Corsairs, major revamp
- Eldar, major revamp
- Thunderhawks unbanned
- Marauders unbanned
- Kustom Stompa updated
- Ork Big squiggoths no longer comped
- Heretic Wyverns updated and added to AVP table

Armoured Vehicle Points

Astra Militarum:

- Tauros, Drop Sentinels (1)
- Trojan Support Vehicle, Cenatur Carrier, Tauros Venator (2)
- Hades Breaching Drill, Salamander Scout Vehicle, Salamander Command Vehicle, Griffon Heavy Mortar (4)
- Chimera (5)
- Hydra Platform, Earthshaker Platform, Storm Chimera (6)
- Destroyer Tank Hunter, Thunderer Siege Tank, Atlas Recovery Tank, Lemann Russ Annihilator, Lemann Russ Conquerer (7)
- Colossus Bombard, Manticore Platform (9)
- Crassus Armoured Transport (14)
- Valdor Tank Hunter, Minotaur Artillery Tank, Macharius Heavy Tank, Macharius Vanquisher, Machador Heavy Tank, Malcador Annihilator (15)
- Malcador Defender (28)
- Malcador Infernus, Macharius Vulcan, Dominus Armoured Siege Bombard (33)
- Macharius Omega (38)
- Praetor Armoured Assault Launcher (40)

Adepta Sororitas:

- Repressor (6)

Loyalist Space Marines:

- Infernum Pattern Razorback, Dreadnought Brother Halar (5)
- Demios Pattern Predator, Mortis Pattern Dreadnought (6)
Contemptor Dreadnought, Bray'arth Ashmantle, Chaplain Dreadnought Titus (7)
- Whirlwind Scorpis, Mortis Pattern Contemptor Dreadnought, Hecaton Aoakos (8)
- Demios Pattern Predator with Plasma Destroyer (9)
- Sicaran Battle Tank (10)
- Land Raider Helios, Land Raider Proteus, Land Raider Prometheus (14/30)
- Spartan Assault Tank (18/34), treated as a Land Raider
- Land Raider Achilles (20/36)
- Cerberus Heavy Tank Destroyer (30)
- Typhon Heavy Siege Tank (45)

Grey Knights:

- Vortimer Pattern Razorback, Doomglaive Pattern Dreadnought (5)
- Vortimer Pattern Land Raider Redeemer (14/30)

Inquisition:

- Land Raider Prometheus (10/26)

Chaos Space Marines:

- Infernal Relic Predator, Infernus Chaos Dreadnought, Sonic Dreadnought (6)
- Contemptor Dreadnought (7)
- Infernal Relic Predator with Plasma Destroyer (9)
- Sicaran Battle Tank (10)
- Land Raider Proteus (14/30)
- Spartan Assault Tank (18/34), treated as a Land Raider
- Infernal Relic Achilles (20/36)
- Typhon Heavy Siege Tank (45)

Chaos Daemons:

- Chaos Decimator (7)
- Blood Slaughterer of Khorne (8)
- Plague Hulk of Nurgle (16)

Chaos Renegades and Heretics:

- Sentinel with Heavy Armour (2)
- Wyverns (9)

Tau Empire:

- Tetra Scout Speeder, Piranha TX-42 Light Skimmer (3)

Eldar:


- Hornet (7)
- Wasp Assault Squadron (8)

Eldar Corsairs:

- Corsair Fire Storm (5)
- Corsair Vyper (6) per model
- Corsair Hornets (7)
- Corsair Wasp (8) per model
- Corsair Venom (5)
- Corsair Falcon (6)
- Corsair Lynx (7) per model
- Corsair Night Spinner (6)
- Corsair Fire Prism (6)

Dark Eldar:

- Tantalus (10)
- Tantalus with Night Shields (13)



Necrons:

- Tesseract Ark (11)

Orks:

- Grot Bomm Launcha, Grot Tanks, Warkopta Skwadron, Gun Trukgz (2)
- Mekboy Junka, Scrap Trukk, Flakk Trukk, Gun Wagons (3)
- Mekboy Junka with 'Eavy Plates, Grot Mega Tank, Big Trukk, Flakk Trakk (4)
- Mega Dread, Kustom Mega Dread (10)
- Lifta Waggon (12)

Astra Militarum

- Pay 1 Credit per 2 Guns from the following list, regardless of unit distribution.

In addition pay 1 Credit for any unit of 3 or more Guns

Heavy Artillery Carriage Battery

Heavy Quad Launcher

Heavy Mortar

Rapier Laser Destroyer

- Tarantula Sentry Guns
Pay 1 Credit if the unit contains at least 1 Lascannon
- Sabre Gun Platform
Units that contain 2 or more Sabre Gun Platforms are C1
- Gorgon Heavy Transporter
Pay 7 Credits
- Stormblade
Pay 12 Credits
- Captain Maximillian Weisemann
Pay 15 Credits
- Captain Obadiah Schfeer
Pay 2 Credits
- General Grizmund
Pay 2 Credits
- General Myndoras Odon
Pay 1 Credit

Astra Militarum Army Lists

Allowed Imperial Armour Army Lists:

- Imperial Guard Armoured Battle group
- Elysian Drop Troops
- Detachment D-99
- Death Korps of Krieg Siege Regements
- Death Korps pf Krieg Assault Brigade

Armoured Battle Group - IA 1, 2nd Edition

- Artificer Hull
Pay 1 Credit if taken on a Leman Russ
- Beast Hunter Shells
C1 after the first taken

Elysian Drop Troops - IA 3, 2nd Edition and Detachment D-99 - IA 4, 2nd Edition

- Combat Drop
The following units pay points toward the Non Standard Deployment table if chosen to enter from Reserves using the Combat Drop special rule:
Sentry Gun Battery (1)
Drop Sentinel (4)
Valkyrie, Valkyrie Sky Talon (10)
Valkyrie Sky Talon transporting either Tauros, Tauros Venator or Drop Sentinels (14)

Death Korps of Krieg Assault Brigade - IA 12

- Leman Russ Forward Command Tank
Pay 1 Credit on top of the Armoured Vehicle Points cost.

Chaos Space Marines, Chaos Daemons

- Death of Kasyr Lutien
Pay 2 Credits
- Perdus Rift Anomaly
Pay 1 Credit
- Vessel of Tzenahk the Occluder
Pay 1 Credit
- Mamon, Daemon Prince of Nurgle
Pay 1 Credit
- Uraka, the Warfiend
Pay 1 Credit
- Arkos the Faithless
Pay 2 Credits if taken as your Warlord
- Giant Chaos Spawn
Pay 1 Credit
- Spined Chaos Beast
Pay 1 Credit
- Chaos Typhon Siege Tank
Pay 2 Credits for Armoured Ceremite
- Chaos Relic Sicaran Battle Tank
Pay 1 Credit for Armoured Ceremite
- Hell Blade
Pay 0 Credits
- Hell Talon
Pay 1 Credit
- Blight Drones
Pay 1 Credit per model
- Chaos Storm Eagle Gunship
Pay 3 Credits
- Chaos Fire Raptor Gunship
Pay 5 Credits
- Dreadclaw Drop Pod
Pay 0 Credits
Counts as a Drop Pod for the Non Standard Deployment table
- Kharybdis Assault Claw
Pay 2 Credits
Counts as a Drop Pod for the Non Standard Deployment table
- Chaos Fellblade Super Heavy Tank
Pay 6 Credits
Pay 4 Additional Credits for Armoured Ceramite
- Greater Brass Scorpion of Khorne
Pay 8 Credits
- Chaos Warhound Scout Titan 8 Credits
Inferno Gun 2 Comp Each
Plasma Blast Gun 1C1 Credits
Turbo laser Destructor **BANNED**
- Thunderhawk Gunship 8 Credits
Turbo Laser Destructor **BANNED**
- The following Lords of War are **BANNED**
Chaos Reaver Titan
Scabeiatrix the Bloated
An'ggarth the Unbound
Zarakynel
Aetaos'Rau'Keres

Eldar, Eldar Corsairs and Dark Eldar


Eldar

- Farseer Bel-Annath
Pay 0 Credits
- Irillyth, the Shade of Twilight
Pay 2 Credits
Pay 3 Additional Credits if your army contains a Warlock Council over 5 models and at least 1 Farseer
Pay 2 Additional Credit if Irillyth is your Warlord
- Shadow Spectres
Pay 1 Credit C1
- Eldar Warp Hunter 4C1 Credits per model
- Nightwing Fighter
Pay 1 Credit
- Phoenix Bomber
Pay 1 Credit
Pay 1 Additional Credit for Night Fire Missile Launchers
- Eldar Wraith Seer 1 Credit
2 Credits for the D cannon
C1 credits with wraithseers and wraithlords.
- Skathatch Wraithknight
Pay 5 Credits, C2 with other Wraithknights
Pay 1 Credit for each Deathshroud Cannon or Inferno Lance
- Eldar Lynx 7 Credits
- Eldar Vampire Raider & Credits
Pulsar Weapon **BANNED**
- The following Super Heavies are **BANNED**
Cobra
Scorpion
Vampire Hunter
Revenant Titan
Phantom Titan
- Pale Courts Battle host must be used as apart of a Eldar Warhost.
- Pale Courts Battle Host as a large detachment

Eldar Corsairs Army List – IA 11, 2nd Edition

Any units that are not costed here or in the Armoured Vehicles Section, yet are in the army list follow the same costs as their relevant army in the main 'Community Comp Document'.

- Corsair Prince
Subject to normal costs for the relics available from different codexes
Pay 1 credit for forgotten paths
- Void Dreamer
Mastery Level 2 are C1
Mastery Level 3 Pay 1 Credit
- Cloud Dancer Band
Cost exactly the same as eldar jetbikes in regards to heavy weapons and add to the bikes cost table.
- Corsair Nightwing
Pay 1 Credit
- Vyper Squadron
Pay 1 Credit for a unit of 3
- Balestrike Band C1 if taking jetpacks or can embark in an open topped transport.
- Corsair Warp Hunter 4C1 Credits per model
- Corsair Lynx 7 credits per model
- Corsair Vampire Raider & Credits
Pulsar Weapon **BANNED**
- Hornet Swarm Auxilliary Choice Pay 1 Credit
- Corsair Phoenix 1 Credit
- Sky Burner Command Benefit - Each model that can deepstirke pay 1 NSD point, if the model has the Corsair Kinetic Shroud pay an additional 5 NSD points.
- Corsair raiding fleet counts as a large detachment
- Corsair Shadow Spectres C1 Credits

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- Corsair Raiding Party1 Credit
 - Coterie Specializations C2 Credits

Dark Eldar

- Reaper
Pay 1 Credit
- Tantalus
Treat a Tantalus as a Dark Eldar Raider for any rules that refer to a Raider (eg. Wraithguard deploying in a Raider)



Experimental Rules

Loyalist Space Marines

- Demios Pattern Vindicator Tank Destroyer
8 Armoured Vehicle Points
- Deredeo Pattern and Leviathan Dreadnought
10 Armoured Vehicle Points
- Quad Mortar
Pay 1 Credit per Unit, C1 within units
- Xiphon Pattern Interceptor
Pay 1 Credit

Astra Militarum

- Primus Redoubt
Pay 12 Credits

Imperial Knights

- Cerastus Knight-Acheron
Pay 5 Credits, C1 with other Imperial Knights
- Cerastus Knight-Castigator
Pay 6 Credits, C1 with other Imperial Knights
- Cerastus Knight-Lancer
Pay 6 Credits, C1 with other Imperial Knights
- Questoris Knight-Magaera
Pay 7 Credits, C1 with other Imperial Knights
- Cerastus Knight-Atrapos
Pay 8 Credits, C1 with other Imperial Knights
- Chaos Knight Paladin & Errant
Pay 5 Credits, C1 with other Imperial Knights
Pay 1 Credit for Daemon Knight of Nurgle or Daemon Knight of Khorne
Pay 3 Credits for Daemon Knight of Tzeentch if your army also paid the cost for the Grimoire of True Names

Chaos Space Marines

- Cor'bax Utterblight
Pay 3 Credits

- 
- Kytan Daemon Engine of Khorne
Pay 6 Credits

Tau Empire

- XV107 R'Varna Battlesuit
Pay 3 Credits, C1 with other Riptides
- XV109 Y'Vahra Battlesuit
Pay 4 Credits, C1 with other Riptides
- KV139 Supremacy Armour
BANNED



Grey Knights, Imperial Navy, Inquisition and the Imperium

Grey Knights

- Grey Knight Thunderhawk Gunship
BANNED

Imperial Navy

- Lightning Strike Fighter
Pay 0 Credits
- The following Flyers pay 1 Credit
Thunderbolt Fighter
Aquila Lander
Arvus Lighter
- The following Flyers pay 2 Credits
Avenger Strike Fighter
Valkyrie Sky Talon
- Vulture Gunship
Pay 1 Credit
Pay 1 Credit if equipped with Twin-Linked
Punisher Gatling Cannon
- Marauder Destroyer 5 Credits
- Marauder Bomber 4 Credits
Hellstorm Bombs 2 Credits

Inquisition


- Inquisitor Soloman Lok
Pay 1 Credit
- Inquisitor Lord Hector Rex
Pay 1 Credit

Imperium

- Warhound Scout Titan 8 Credits
Inferno Gun 2 Comp Each
Plasma Blast Gun 1C1 Credits
Turbo laser Destructor **BANNED**
- Reaver Titan
BANNED

Loyalist Space Marines

- Red Hunters Chapter Tactic
Devastator Squads are C1
- [Raptor Tactics 3 credits](#)
- The Mantis Warriors Chapter Tactic
If your primary detachment pay 1 Credit
- The following Chapter Tactics are considered an existing Chapter Tactic and should refer to the Community Comp document for credits.
Howling Griffons – see Ultramarines
Fire Angels – see Ultramarines
Marines Errant – see Ultramarines
Lamentors – see Blood Angels
The Exorcists – see chosen Chapter Tactic
- Battle of Keylek Legacy of Glory
Pay 2 Credits
Pay 1 Additional Credit on any Flyer
- Battle of Terra Legacy of Glory
Pay 1 Credit if on a Flyer
- Istavan 5 Dropsite Massacre Legacy of Glory
Pay 1 Credit if taken on a Drop Pod
- The following Legacies are 1 Credit
Battle of Sarosh
Battle of the Phall System
Thromas Crusade
- The following Legacies are 2 Credit
Schism of Mars
Shrouded Provenance
- Magister Sevrin Loth
Pay 5 Credits
If you have paid the Telepaths and Invisibility
Global Rule, Pay 2 Additional Credits
- Lias Issodon
Pay 3 Credits
- Lieutenant Commander Anton Narvaes
Pay 1 Credit
- Lugft Huron
Pay 2 Credits
- Captain Tarnus Vale
Pay 1 Credit
If Tarnus is your warlord:
Land Raiders in your primary detachment cost an additional 4 Armoured Vehicle Points more on both values (ie. 18/34)
Rhinos and Razorbacks in your primary detachment cost 2 Armoured Vehicle Points more
- Knight Captain Elam Courbray
Pay 2 Credit
Pay 1 extra credit if in an army with a detachment that is Battle Brothers with Fire Hawks.
- Shadow Captain Korvydae
Pay 1 Credit
Pay 1 Additional Credit if the army contains a Battle Brothers allied detachment that contains a unit of Jump Infantry
- Master Harath Shen
Pay 2 Credits
Pay 1 Additional Credit if the army contains a Battle Brothers allied detachment
- Captain Silas Alberec
Pay 1 Credit
Pay 1 Additional Credit if the army contains a Battle Brothers allied detachment
- The following Characters each cost 1 Credit
Ahazra Redth
Vigilator Sergeant Hamath Kratos
- Fellblade Super Heavy Tank
Pay 6 Credits
Pay 4 Credits for Armoured Ceremite
- For the following Vehicles pay 2 Credits for Armoured Ceremite:
Typhon Heavy Siege Tank
Cerberus Heavy Tank Destroyer
Spartan Assault Tank
- Sicaran Battle Tank
Pay 1 Credit for Armoured Ceremite

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- Damocles Command Rhino
4 Armoured Vehicles Points and included in Space Marine Orbital Strike Rule
 - Lucius Pattern Dreadnought Drop Pod
Counts as a Drop Pod for the Non Standard Deployment Table
 - Deathstorm Drop Pod
6 Armoured Vehicle Points if the Drop Pod Assault Upgrade is not taken.
If the Drop Pod Assault Upgrade is taken, then it counts as a Drop Pod for the Non Standard Deployment Table
 - Storm Eagle Gunship
Pay 3 Credits
 - Storm Eagle ROC Pattern Gunship
Pay 4 Credits
 - Fire Raptor Gunship
Pay 4 Credits
 - Caestus Assault Ram
Pay 5 Credits
 - Land Speeder Tempest Squadron
Pay 0 Credits (treat as a Flyer for Global Rules – Flyers)
 - Thunderhawk Gunship 8 comp
Turbo Lasers **BANNED**
 - Thunderhawk Transporter 6 Comp



Necrons

- Necron Shroud Bomber
Pay 1 Credits
- Sentry Pylon
Pay 1 Credit C1 within a Unit
Pay 1 Credit for each Focused Death Ray
- Canoptek Acanthrites
Pay 2 Credits
- Tomb Stalkers and Tomb Sentinels
Pay 2 Credits C2
(Stalkers and Sentinels are Cumulative together)
- Gauss Pylon
Pay 1 Credit
- Necron Tomb Citadel
BANNED



Orks

- Zhadsnark “Da Ripper”
Pay 1 Credit
Pay 2 Credits if he is your Warlord (Includes the Waaargh! Rule)
 - Mek Boss Buzzgob
Pay 1 credit if he is your Warlord for the Waaargh! Rule
Pay 12 Credits for Mekboy Stompa
 - Painboss
Pay 1 Credit if your Warlord for the Waaargh! Rule
 - Gargantuan Squiggoth
Pay 5 Credits
 - Attack Fighta and Fighta Bomber
Pay 0 Credits
 - Flakk Battle Fortress
Pay 4 Credits
 - Kustom Battle Fortress
Pay 4 Credits
 - Kill Blasta
Pay 4 Credits
 - Kill Bursta
BANNED
 - Big Mek Stompa
Pay 8 Credits
 - Kustom Stompa
Pay 4 Credits C3
 - Kustom Stompa Weapons:
Titan Close Combat Weapon are C1
Deff Kannon 1 Credit
Deth Kannon with Super Gatler 2 Credits
Giga Shoota 1 Credit
Powerfield 1 Credit
Flame Belcha 1C1 Credits
Deth Kannon with Giga Shoota 2 Credits
Skullhammer Kannon 2 Credits
Pay 2 Credit C1 for the Lifta Droppa
Belly Gun 1 Credit
- The following are **BANNED**
Bursta Kannon
Deff Arsenal
- If you have a Kustom Force field in your army pay 1 Credit extra your army also includes a Kustom Stompa

Renegades and Heretics

- **Renegade Units:**
For a Renegade Unit that isn't listed on this page, that can be found in codex Astra Militarum, please refer to the standard Community Comp document for points costs. (eg. Renegade Wyvern should be treated as a Wyvern Battery).
- **Model Count**
Pay 1 Credit for every 30 models after 175 models in the army
- **Chaos Sigil**
Pay 1 Credit for every 3 units that contain at least 1 Chaos Sigil
- **Master of the Horde**
Pay 1 Credit for every 50 Renegade infantry squad models
- **Pay 1 Credit per 2 Guns from the following list, regardless of unit distribution.**
In addition pay 1 Credit for any unit of 3 or more Guns
Renegade Heavy Ordnance Battery
Renegade Field Artillery Battery
Renegade Raiper Laser Destroyer
- **Rogue Psyker Coven**
Pay 0 Credits C1
- **Renegade Chaos Spawn**
Fast Assault Unit – Counts as 3 Models
- **Plague Zombie Horde**
If your army contains one or more Plague Zombie Horde larger than 35, pay 1 credit for each Independent Character not from a Renegade & Heretic detachment that can join it.
- **Wyvern Units are C1 Credits**
- **Renegade Arvus Lighter Squadron**
Pay 1 Credit Per Model

Renegade and Heretics Army Lists

Allowed Imperial Armour Army Lists:

- Renegades of Vraks – Lost and Damned
- Renegades and Heretics



Tau Empire

- Commander R'alai
Pay 2 Credits (Includes cost of Vectored Retro Thrusters)
- Shas'o R'myr
Pay 1 Credit
In addition, see the Drone Controller cost.
- Tetra Scout Speeder
5 Marker Points towards the Marklight Table
- Barracuda Air Superiority Fighter
Pay 1 Credit
- DX6 Remora Drone Fighter Squadron
Pay 1 Credit per Squadron
- Remote Sensor Tower
Pay 1 Credit
2 Marker Points towards the Markerlight Table
- The following Lords of War are BANNED
Tiger Shark
Tiger Shark AX-1-0
Orca Dropship
Manta Super-Heavy Dropship



Tyranids

- Tough Monstrous Creatures
The following units are to be included in the Tough Monstrous Creatures rule in the 'Main Community Comp' Document.

Dimachaeron (6), Barbed Hierodule (6),
Scythed Hierodule (6)

- Dimachaeron
Pay 1 Credit
- Meiotic Spores
Pay 1 Credit
- Stone Crusher Carnifex
Pay 2 Credits
- Malanthrope
Pay 2 Credits
Pay 1 Credit if your army contains the Skygrant
Swarm Formation
Pay 2 extra credits if you army contains a
fortification (this includes an Aegis Defence
Line or Promethium Pipe Relay).
- Barbed Heirodule
Pay 5 Credits
- Scythed Heirodule
Pay 5 Credits
- Harridan 10 Credits
- Heirophant Bio Titan
BANNED

