



# 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](http://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

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- Armoured Vehicle Points (New Section):  
Require page Faction Overhaul
- Major Changes to All Factions
- Selected Army Lists Added
- Experimental Units Added

## 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, Lemman Russ Annihilator, Lemman 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:

- Sentinel with Heavy Armour (2)

### 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 Squadron (6)
- Corsair Hornets (7)
- Corsair Wasp Assault Walker Squadron (8)

### Necrons:

- Tesseract Ark (11)




Orks:

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

## Loyalist Space Marines

- Red Hunters Chapter Tactic  
Devastator Squads are C1
- 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  
**BANNED**
  - Thunderhawk Transporter  
**BANNED**



# Grey Knights, Imperial Navy, Inquisition and the Imperium

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## 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  
**BANNED**
- Marauder Bomber  
**BANNED**

## Inquisition

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

## Imperium

- Warhound Scout Titan  
**BANNED**
- Reaver Titan  
**BANNED**



# 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  
Pay 1 Credit per unit  
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, 2<sup>nd</sup> 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, 2<sup>nd</sup> Edition and Detachment D-99 - IA 4, 2<sup>nd</sup> 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.

## 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.
- **Renegade Strike Battery:** For each Renegade Wyvern in a unit  
For a unit with 1 pay 1 credit.  
For a unit with 2 pay 3 credits.  
For a unit with 3 pay 7 credits  
For a unit with 4 pay 12 credits  
For a unit with 5 pay 18 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](#)

## Chaos Space Marines, Chaos Daemons

- Death of Kasyr Lutien  
Pay 2 Credits
- Perdis 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
- The following Lords of War are **BANNED**  
[Chaos Thunderhawk Gunship](#)  
Chaos Warhound Titan  
Chaos Reaver Titan  
Scabeiatrix the Bloated  
An'ggarth the Unbound  
Zarakynel  
Aetaos'Rau'Keres



## Tau Empire

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- 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](#)

# 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
- Warp Hunter Squadron  
8 Credits
- Nightwing Fighter  
Pay 1 Credit
- Phoenix Bomber  
Pay 1 Credit  
Pay 1 Additional Credit for Night Fire Missile Launchers
- Wraithseer  
Pay 5 Credits for the D-Cannon
- Skathatch Wraithknight  
Pay 5 Credits  
In Addition Pay 3 Credits for the Deathshroud Cannon
- The following Super Heavies are **BANNED**  
Cobra  
Scorpion  
Lynx  
Vampire Hunter  
Vampire Raider  
Revenant Titan  
Phantom Titan

## Dark Eldar

- Reaper  
Pay 1 Credit
- Tantalus  
Pay 2 Credits  
Treat a Tantalus as a Dark Eldar Raider for any rules that refer to a Raider (eg. Wraithguard deploying in a Raider)

## Eldar Corsairs Army List – IA 11, 2<sup>nd</sup> 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

- Void Dreamer  
Mastery Level 2 are C1  
Mastery Level 3 Pay 1 Credit

- Cloud Dancer Band  
Pay 1 Credit for a Unit of exactly 3 Jetbikes  
Pay 1 Credit for every 9 Jetbikes

Units of Cloud Dancer Bands may purchase 1 of the following Heavy Weapons for every 3 Models in the unit for 0 Credit:

- Shuriken Cannon
  - Skatter Laser
  - Dark Lance
  - Splinter Cannon
  - Dissonance Cannon
- Each Additional Heavy Weapon cost 1 Credit

- Corsair Nightwing  
Pay 1 Credit

- Vyper Squadron  
Pay 1 Credit for a unit of 3

- Balestrike Band  
Units of Balestrike Corsairs with Eldar Missile Launchers are C1  
In Addition pay 1 Credit for units of 7 or more who have purchased Eldar Missile Launchers

- Corsair Warp Hunter  
Pay 8 Credits

- Corsair Lynx  
**BANNED**

- Corsair Vampire Raider  
**BANNED**

- Hornet Swarm Auxilliary Choice  
Pay 1 Credit



## Necrons

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- 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

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- 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
- Big Squggoth  
Pay 2 Credits
- 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**



# Tyranids

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- 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 2 extra credits if you army contains a fortification (this includes an Aegis Defence Line or Promethium Pipe Relay).
- Barbed Heirodule  
Pay 7 Credits
- Scythed Heirodule  
Pay 7 Credits
- Harridan  
**BANNED**
- Heirophant Bio Titan  
**BANNED**



# 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 2 Guns  
Pay 1 Credit for a unit of 3

## 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**