



The OFCC 2015 Swedish Composition Addendum v.4.0

The purpose of this document is to provide additional composition score information for the existing Swedish Comp System vs. 1.15.2. This document will be updated with the release of new supplements regularly.

The largest comp score will be used if the same item/ability is available in multiple armies for Legion lists. Also, counting items/abilities is cumulative across the entire Legion and not just within units from an individual army list.

Also, if a player chooses to run with an End Times version of a special character in their army book then they may not use the normal version in additional. Example: If you are using Ungrim, Incarnate of Fire then you may not use Slayer King Ungrim Ironfist.

This document has been prepared using the input from various regions and gaming clubs. The intent is to create a competitive yet friendly environment using End Times characters and armies.

Daemons of Chaos

Lords:

Bloodthirster of Unfettered Fury -20

Bloodthirster of Insensate Rage -35

Wrath of Khorne Bloodthirster -40

Isabella Von Carstein -20

*All Bloodthirsters count as Greater Daemons

Dwarfs

Lords:

Ungrim, Incarnate of Fire -12

The Empire

Lords:

Karl Franz Ascendant -160 (additional -5 for every Life or Light wizard is in army)

Valten -20 (-40 if mounted and wielding Ghal Maraz)

Balthasar Gelt, Incarnate of Metal -155

Host of the Eternity King

Use the existing composition score for each unit from their respective Army list (High Elves, Dark Elves, and Wood Elves) except for:

The **Flying Monster** from High Elves comp section should be cumulative across all three army entries to include flying monsters from the High Elves, Dark Elves, Wood Elves and End Times: Khaine books.

The **Flying Characters** entry from the Dark Elves section is cumulative with all three army entries and should include flying characters from the High Elves, Dark Elves, Wood Elves and End Times: Khaine books.



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The **Dragons/Phoenixes** from the High Elves Comp section, *Black Dragons* from the Dark Elves section and *Forest Dragons* from the Wood Elves comp section are all cumulative. This selection should also include any entries from the End Times: Khaine book or the End Times: Archaon book.

The **Fast Cavalry** entry from the Wood Elves section and the **Fast Cavalry** from the Dark Elves section are cumulative and also include models with the Fast Cavalry rule from the High Elves army book. The entry both should now be replaced with the following:

Fast Cavalry

Each model* with the Fast Cavalry special rule after 20 is -1 per model with an additional -1 per model after 35 models.

*Warhawk Riders

*replace the word *Dark Steed* in the Dark Elves Fast Cavalry section with *Fast Cavalry*.

The **Scouts** entry from Wood Elves is cumulative across all three army sections to include any model with *Scout* from the Dark Elves, High Elves and Wood Elves army books. That entry should be replaced with the following:

Scouts

Each models from the Dark Elves, High Elves or Wood Elves army book with the *Scout* rule after 20 are -1 per model.

The **Shooting** section from Dark Elves, High Elves and Wood Elves should now be replaced with the following:

All models with Asrai Longbow, Repeater Crossbow, Bows**, Longbows, or Bows of Avelorn in the army after 60 are -1 per model.

*Each Eagle Claw Bolt Thrower or Reaper Bolt Thrower counts as 8 models.

*Alith Anar and characters with Reaverbow counts as 4 models

*Each Scourgerunner Chariot counts as 3 models

*Models with Hagbane Tips/Trueflight Arrows after the first 25 count as 2 models

*Model with hail of Doom Arrow counts as 5 models

*Each Waywatcher counts as 2 models.

*Each Waystalker counts as 5 models.

*Orion counts as 5 models.

*Naestra and Arahon counts as 6 models together.

**Only count every 2nd Archer with a Bow

Add an additional -1 penalty for every 4 models with Murderous Prowess.

Add an additional -7 penalty to each Dragon from the Wood Elf or Dark Elf book in the army if the Banner of the World Dragon has been taken in the Host of the Eternity King.

All of these are in addition to the already existing army specific comp penalties for each selection.

Lords:

Malekith, the Eternity King -170

Alarielle, Incarnate of Life -90

Imrik, Crown Prince of Caledor -120

Tyrion, Incarnate of Light -160

Caradryn, Incarnate of Fire - 135



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Legion of Chaos

Use the existing composition score for each unit from their respective Army list (Beastmen, Daemons of Chaos and Warriors of Chaos) except for:

Reign of Chaos - 15

Marks of Chaos:

Add the additional comp score to Beastmen units with these Marks of Chaos:

Mark of Slaanesh: -1 per 4 models (-2 if skirmishers)

Mark of Tzeentch: -10 on Doombull/Gorebull

Mark of Nurgle: -1 per 4 models

*Beastmen wizards with Marks of Chaos gain access to spell Lores granted by the associated Mark and henceforth must pay the comp penalty from the Warriors of Chaos section for the lore chosen (Except for Shadow and Death as the Beastman section already has compensation values for these Lores).

Magic Items:

Blackened Plate: depends on size of largest chaos troll unit in the army

3-4 Chaos Trolls: -8

5+ Chaos Trolls: -14

Herdstone: -6 per wizard (as per Beastmen composition package), -16 per Pink Horror Unit in army.

Banners:

The Beast Banner -2 (-8 if army contains 1 or more units of Chaos Warriors/Chosen; additional -4 if one or more of those units is equipped with halberds.

Lords:

Crom the Conqueror -10

The Glottkin - 40

Orghotts Daemonspew -30

Bloab Rotspawned -25

Morbidex Twiceborn -25

Gutrot Spume -17

Festus Empowered -50

Bloodthirster of Unfettered Fury -20

Bloodthirster of Insensate Rage -35

Wrath of Khorne Bloodthirster -40

Skarr Bloodwrath - 10

*All Bloodthirsters count as Greater Daemons

Special:

Putrid Blightkings

5 -15

6-7 -20

7+ -6 per additional model (-8 after 10 models)

Skullreapers

5 -15

6-7 -20

7+ -6 per additional model (-8 after 10 models)



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Rare:

Wrathmongers

5 -15

6-7 -20

7+ -6 per additional model (-8 after 10 models)

The Ogre Kingdoms

Special:

Ogre Grimhorn Rhinox Cavalry

1 -25/-28*

2 -32/-35*

3 -40/-43*

*If armed with heavy armor and ironfist/additional hand weapon

Each model in unit after 3 -12/-15

Each unit after the first -5

Dragonhide Banner -5 for each Grimhorn Rhinox Cavalry in group.

Orcs and Goblins

Lords:

Grimgor, Incarnate of Beasts -33 (-1 for every 2 Black Orcs upgraded to Da Immortulz)

Rare:

Night Goblin Squig Gobba -6

Giant River Troll Hag -18

Skaven

Lords:

Thanquol and Boneripper -65

Lord Skreetch Verminking -32

Verminlord Warpseers -25

Verminlord Warbringers -19

Verminlord Corruptors -20

Vermindlord Deceivers -31

Rare:

Stormfiends

3-4: -6 per model

5+: -7 per model

Each Unit -4

*Equipped with:

Doom-flayer Gauntlets -2 per model

Grinderfists -1 per model

Shock Gauntlets -2 per model

Windlaunchers -2 per model

Ratling Cannons -4 per model

Warpfire Projectors -3 per model



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The Undead Legion

Use the existing composition score for each unit from their respective Army list (Tomb Kings and Vampire Counts) except for:

Any units or models summoned by the Lore of Undeath will award 50% of their Victory Point total if destroyed.

Add an additional -1 per model over 20 with unit type *Cavalry*, *Monstrous Cavalry*, *Monster* and/or with the *Fly* special rule. *Each monster or Lord level character counts as 5 models

Add an additional -1 per every model with the Special Rule: Construct beyond 15. *Monsters count as 5 models.

Add an additional -1 per model with Special Rule: Construct if both a Necrotect and Mortis Engine are taken in the same list.

Please note the 'My Will Be Done' special rule does not increase the weapon skill of other characters in the unit.

Banners:

Banner of the Barrows -4

Additional -4 if a necrotect is in the army

Additional -4 if a tomb prince is in the army OR additional -8 if a tomb king is in the army (choose highest)

NOTE: only take these penalties if necrotect/tomb prince/tomb king is the same troop type as unit that holds the banner of the barrows.

Magic Items:

Golden Mask of Khamut -4, -6 if on mounted model

*add an additional -2 if Aura of Dark Majesty is in army

*add an additional -2 if Lore of Death is taken in the army

*add an additional -2 if Screaming Banner is taken in the army

*add an additional -3 per model that can Death Shriek or Ghostly Howl

*add an additional -3 per Casket of Souls

Lords:

Nagash -175 (-10 for every Hierotitan or Casket of Souls in the army)* (Lore of Undeath penalty of -6 per spell already built into his point cost)

Arkhan the Black, Mortarch of Sacrament -100

Neferata, Mortarch of Blood -40

Mannfred Von Carstein, Mortarch of Night -135

Krell, Mortarch of Despair -6

Vlad Von Carstein, Mortarch of Shadow -35

Heroes:

Tomb Herald Battle Standard Bearer add an additional -4

Special:

Morghast Harbingers

2 -12

Each model after 2 -8 (-10 after 4)

Rare:

Morghast Archai



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2 -15

Each model after 2 -10 (-12 after 4)

*Each unit of Morghasts (Harbingers or Archai) after the first -10.

Warriors of Chaos

Lords:

Skarr Bloodwrath - 10

Special:

Putrid Blightkings

5 -15

6-7 -20

7+ -6 per additional model (-8 after 10 models)

Skullreapers

5 -15

6-7 -20

7+ -6 per additional model (-8 after 10 models)

Rare:

Wrathmongers

5 -15

6-7 -20

7+ -6 per additional model (-8 after 10 models)

I would like to issue a special thanks to the **Order of the Black Sheep, Dimensional Cascade Podcast** team, **Winning Personality, Nerd Council, Dungeon Master's Anonymous, Khorne Dogs**, and the **Fuck You** clubs for their assistance in determining appropriate compensation values for The End Times characters and units in this addendum.

The Grand Legion of the Everchosen and End Times army formations proved nigh impossible to comp appropriately within an 8 to 20 range band and as a result could not be included in this event's addendum.