

2nd EDITION POINTS PRIMER

The following is a rough guide into calculating new point values for use within 2nd Edition 40k. Below is a series of tables split into the following: Statistics, Special Rules, Weapons and Armour. Each section allows you to create new baseline unit profiles, equipment, and rules. These tables and their use are meant to serve as a series of guidelines only, although they have been tested on numerous examples from across different factions. It is virtually impossible to come up with a perfect points algorithm and this is not an attempt to do so. This said if you were to re-do all points values using it, they would at least be 'fair' in relation to one another, although their translation onto the tabletop may mean a points increase or decrease would be in order.

Lastly any points costs for units you come up with can easily be changed if you find they are too weak or too effective for their starting costs – simply tweak the costs up or down accordingly as you see fit – and have fun!

STATISTICS

The table below shows the standard human soldier baseline (an Imperial Guardsman) at 5 points – all points values start at 5 points. The first numbers are the statistic value and the second the points increase for that value. For example, to have a WS of 6 on a model would cost 8 points in addition to the baseline of 5 points. For statistics lower than the baseline it is suggested to decrease the cost by .5 for WS/BS/S/T and by 0.25 for M/I and LD, rounded down. No statistic can be lower than 1. Typically, no statistics will go above 10, except for, very rarely, M and W.

Statistic	M	WS	BS	S	T	W	I	A	LD	-
Baseline	4	3	3	3	3	1	3	1	7	5pts
Increase	5/1	4/2	4/2	4/1	4/2	2/4	4/1	2/2	8/1	
	6/2	5/4	5/4	5/2	5/4	3/16	5/1	3/4	9/2	
	7/3	6/8	6/8	6/3	6/6	4/28	6/2	4/6	10/3	
	8/4	7/16	7/16	7/4	7/8	5/40	7/2	5/8	-	
	9/5	8/32	8/32	8/5	8/10	6/52	8/3	6/10	-	
	10/6	9/64	9/64	9/6	9/12	7/64	9/3	7/12	-	
	11/7	10/128	10/128	10/7	10/14	8/76	10/4	8/14	-	
	12/8	-	-	-	-	9/88	-	9/16	-	
	13/9	-	-	-	-	10/100*	-	10/18	-	

*Wounds

Psykers cost 25 points extra per Psychic Level

Psyker Level	Points
1	25
2	50
3	75
4	100

Special Rules/Abilities are separated into cost per model for Units and cost per model for Characters & Support choices. There is a mark-up on points for the latter due to their stronger profiles and for a character's ability to move in and out of units, thereby granted some rules and abilities to any unit of troops they join. Some special rules and abilities are not costed if they are part of the faction's unique rules. All factions should be updated to have these rules where possible. The points are experimental, so feel free to tweak as necessary! It may be better to have a flat cost for units for every 5 models or so instead?

Rule/Ability	Unit Points	Character/Support Points
Immune to Psychology	3pts/model	15pts
Fear	3pts/model	10pts
Terror	6pts/model	15pts
Stupidity	n/a	n/a
Hatred	3pts/model	10pts
Frenzy	4pts/model	15pts
Infiltrate	3pts/model	10pts
Dispersed Formation	2pts/model	6pts
Inspiring Presence (x") <i>Units within x may retake failed LD tests</i>	1pts per 1" Radius + Number of starting models	1pts per 1" Radius – 24" Max
Preferred Enemy (X) <i>The unit may re-roll failed to wound or armour penetration rolls against X</i>	2pts/model	5pts

Baseline Examples: Note that the baseline score may seem low, but this is for statistics only. All basic wargear must be added onto the cost of each statistic. For example, an Imperial guardsman with Flak Armour (2 points), Lasgun (2 pts) and Frag Grenades (2 pts) costs 11 points in total. Additionally, you may notice some profiles have changed from 2nd Edition – that's the idea!

Statistic	M	WS	BS	S	T	W	I	A	LD	Points
Guardsman	4	3	3	3	3	1	3	1	7	5pts
Ork Boy	4	4	2	3	4	1	2	1	6	7pts
Eldar Guardian	5	3	3	3	3	1	5	1	8	8pts
Space Marine	4	4	4	4	4	1	4	1	8	15pts
Termagent	6	4	3	3	3	1	4	1	5	9pts
Necron Warrior	4	4	4	4	4	1	2	1	10	16pts
Dark Eldar Wych	6	4	4	3	3	1	6	2	8	16pts
Tau Fire Warrior	4	2	4	3	3	1	3	1	8	7pts
Space Marine Captain	4	7	7	5	5	3	7	3	10	68pts
Genestealer	6	6	0	4	4	1	6	4	10	28pts

ARMOUR

The following points values are for armour types and energy fields and their equivalents. Even though many items have different names and abilities, they share similar point values and effects. Where a unique armour type has an ability beyond its base armour save, its points are added together from the lists below. The term 'per Sv' relates to each save on a D6 – so 6+ = 1 Sv, 5+ = 2 Sv etc. Usually no more than one additional effect can or should be applied to any armour type, with occasional exceptions. Always round up.

Armour	Points
Improvised (6+)	1
Flak (6+/5+ vs Blast)	2
Mesh (5+)	3
Carapace (4+)	7
Power (3+)	12
Artificer (2+)	18
Terminator (3+ on 2D6)	30

Energy Field	Points	Effect	Points
Refractor (5++)	6	-	
Conversion (4++)	14	Blind on Hit	3
Displacer (3++)	24	Displace on Hit	1
Power (2++)* *No invulnerable save may be better than 3++ except for special wargear which adds limitations.	36	vs. Shooting Only	

Effect	Points	Notes
Hardened	+0.5 per Sv*	+1 Save vs. Blast
Immune to Flame	7	Cannot be set on Fire
Single Re-roll per Turn	+50.00%	Cannot be applied to Invulnerable Saves
Daemonic Aura	+75.00%	Adds Daemonic Immunities & Vulnerabilities
Vs. Psychic	+6 per Sv	Save vs ALL psychic powers taken before any armour save for psychic damage. This does not nullify the psychic power.
On 2D6	x2.5	Multiply the initial save by 2.5 (+150%)