

LBK-mallen for 40K 6th V.1.1

Usage

The LBK-mall is intended to be used in one of the following ways. Either the Tournament Organiser sets a limit for what is allowed in the tournament, for example only armies with a maximum of three Komp penalties is allowed to participate, or when fighting a tournament game, players compare their Komp penalty in each game. The player with the larger penalty get to subtract the difference from his/hers points earned in the game and the player with the lower penalty get to add the same number to his points earned in the game.

To vary the influence of the penalty system from tournament to tournament, one could i.e. vary the maximum amount of points earned in each game (20, 16, 10 and so on) or simply put a multiplier on the Komp penalty value.

Clarifications

You start with 0 (zero) in Komp, than you add any penalties that is mentioned below; add up all the penalties to get your Komp score for your army.

AP = total points that the tournament is played on, i.e. 1850 or 1500 point armies etc.

Many slots are mentioned as >X, which should be read as; More than X.

Vehicles

Vehicles are counted based on their total armour value, for example; if the total value of front + side + rear is 31 or more that vehicle is counted as a vehicle for Komp purposes.

If an allied detachment includes vehicles they are counted according to the Komp penalties for their specific codex and then added to the vehicle total in Primary detachment. For example; an Blood Angels army with Imperial Guard allies which includes a Manticore count that Manticore as two vehicles (according to the Imperial Guard Komp penalties) and add those to the Blood Angel vehicle total.

When calculating how many models of certain type the army can include to get penalty, fractions are rounded in according to standard i.e. in a 2000p game, the number of vehicles with total armour of 31 in a Space Marine army to receive a penalty will be:
 $>AP * 8 / 1850 = 2000 * 8 / 1850 = 8,6 = \text{more than } 9$. In a 1400p game it will be: $1400 * 8 / 1850 = 6,05 = \text{more than } 6$.

Weak Armies

Weak armies is marked with an * below. An weak army (only when it's the Primary detachment) does not count its second Komp penalty when adding up its total Komp.

For example; An army of Sisters of Battle, which contains Saint Celestine and an allied detachment of Blood Angels including a Storm Raven, will get a final Komp score of;
 $1 \text{ (Saint Celestine)} + 1 \text{ (Allied Detachment)} - 1 \text{ (Weak army)} + 1 \text{ (Flyer (Storm Raven))} = 2$

Komp Penalties

Overall penalties for all Armies

1 Each Flyer (Each Flyer after the first for Space Marine Storm talon, all Dark Eldar Flyers and all Ork Flyers)

1 Each Flying Monstrous Creature after the first

1 Army includes an Allied Detachment (plus any penalties occurred from that army)

1 >4 mastery levels in total in the army (add up all mastery levels from all the Psykers in the army), do not count; Chaos Space Marines Thousand sons Aspiring Sorcerers, Grey Knight units with Brotherhood of Psykers rule, Grey Knight units with Psychic Pilot rule and Grey Knight Justicar Thawn.

Fortifications

Aegis Defence Lines are counted as three vehicles towards the Vehicle Total

Skyshield landing pad is counted as three vehicles towards the Vehicle Total

Imperial Bastion is counted as three vehicles towards the Vehicle Total

Fortress of Redemption is counted as four vehicles towards the Vehicle Total

Army specific penalties

Black Templars*

1 >AP*8/1850 vehicles with total armour of 31 or more (front + side + rear). Count each Land raiders (any type) as two. Do not count Drop Pod

Blood Angels

1 Mephiston

1 Each unit consisting of >8 Assault Terminators with Thunderhammer & Stormshield

1 Each Storm Raven after the first

1 >AP*8/1850 vehicles with total armour of 31 or more (front + side + rear). Count each Land raider (any type) and Storm Raven as two. Do not count Drop Pods.

Chaos Daemons

1 Fateweaver

1 Each unit of Screamers / Flamers

1 >AP*8/1850 Fiends

Chaos Space Marines

1 The Black Mace on Daemon Prince with wings

1 >40 Plague zombies

1 Each Helldrake after the first

1 >AP*5/1850 Obliterator models in army

1 >AP*8/1850 vehicles with total armour of 31 or more (front + side + rear), and Monstrous creatures. Count each Land raider (any type) as two.

Dark Angels

1 Azrael

1 >25 Bikes, attack bikes and land speeder models (add all together in to one total) taken as troops

1 >5 Land speeder Typhoons

1 >20 Deathwing Terminators taken as troops

1 >8 Deathwing terminators in a unit if Belial is in the army

1 Sacred Banner of Devastation if >5 Bikes and/or Attack bikes exists in the army

1 >AP*8/1850 vehicles with total armour of 31 or more (front + side + rear). Count each Land raider (any type) as two. Do not count Drop Pods.

Dark Eldar*

1 Shadow Field if Fortune in army

1 >AP*9/1850 vehicles with total armour of 30 or more (front + side + rear) and Monstrous creatures.

Eldar

1 Eldrad or Runes of Warding

1 Warlocks on jetbikes + Fortune

1 >AP*8/1850 vehicles with total armour of 31 or more (front + side + rear), units of War walkers and Monstrous creatures.

Grey Knights

1 Coteaz

1 >AP*8/1850 Paladins in the army

1 >AP*9/1850 Psycannons in the army

1 For each unit including >6 Death cult assassins and/or Crusaders

1 Each Storm Raven after the first

1 >AP*8/1850 vehicles with total armour of 31 or more (front + side + rear) and Monstrous creatures. Count each Land raider (any type) and Storm Raven as two.

Imperial Guard

1 Each Vendetta after the first

1 Each Commissar, Lord Commissar and/or Independent Character with Fearless / And They Shall Know No Fear if an infantry platoon exists in the army

1 >AP*8/1850 vehicles with total armour of 31 or more (front + side + rear), count each Manticore and Vendetta as two.

Necrons

1 Immotek the storm lord

1 >1 Cryptek with; Abyssal Staff (only if army includes Deathmarks) / Voltaic staff

1 Each Flyer (Night scythe / Doom scythe) after the first

1 Mindshackle scarabs

1 >2 Barges (counting both Annihilation and Command barges)

1 Each unit of Wraiths after the first

1 >AP*8/1850 vehicles with total armour of 31 or more (front + side + rear) and monstrous creatures. Count each Barge (Annihilation and Command barges) as two.

Orks

1 >8 Nob bikers + Warboss on bike

1 >100 models of Boyz and Stormboyz (add together) in the army

1 >1 Unit of Lootas if a Fortification exists in the army

1 >AP*8/1850 vehicles with total armour of 31 or more (front + side + rear) count each vehicle with death rolla as two

Sisters of Battle*

1 Saint Celestine

1 >AP*8/1850 vehicles with total armour of 31 or more (front + side + rear)

Space Marines

1 Darnath Lysander and/or Marneus Calgar if a Terminator unit exists in the army

1 Each unit consisting of >8 Assault Terminators with Thunderhammer & Stormshield

1 >AP*8/1850 vehicles with total armour of 31 or more (front + side + rear). Count each Land raiders (any type) as two. Do not count Drop Pods.

Space Wolves

1 Njal Stormcaller

1 >45 models of Grey Hunters and Long Fangs (add together) in the army

1 >AP*8/1850 vehicles with total armour of 31 or more (front + side + rear). Count each Land raiders (any type) as two. Do not count Drop Pods.

Tau Empire*

1 >AP*5/1850 or more Broadside Battlesuits if an Fortification exists in the army

Tyranids

1 Swarmlord

1 >100 models of Genestealers, Hormagaunts and Termagants (add all together in to one total), counting each Tervigon as 10 Termagants, in the army

1 >AP*3/1850 Tervigons

1 >AP*4/1850 Monstrous Creatures (not counting Mycetic Spores)