

LBK-mallen for 40K 6th V.1.3

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.

IA (Imperial Armour)

IA units is not included in this template. If a tournament organiser want to allow IA units, then it is up to them to specifying restrictions or guidelines.

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.

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; a 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.

Vx; Komp Based on Number of Models (Variable limit for Komp)

Some units will get a Komp if they go over a certain number of models/levels/numbers etc. These are marked with **V** and then a number, for example; V7. You take the number shown and put it in to this formula (replace X) to calculate the limit for Komp on the points you are playing;

>AP*X/1850

(In the example above; >AP*7/1850)

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

When calculating how many models/levels/numbers of certain type the army can include to get a Komp, 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: $V7 = >AP*7/1850 = >2000*7/1850 = >7,56 = >8$, meaning that if the Army contains **more than 8** Vehicles it will get a Komp for that. In a 1400p game it will be: $V7 = >1400*7/1850 = >5,29 = \text{more than } 5 \text{ vehicles}$.

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 (Saint Celestine) + 1 (Allied Detachment) – 1 (Weak army) + 1 (Flyer (Storm Raven)) = 2

Komp Penalties

Overall penalties for all Armies

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

1 Each Flying Monstrous Creature after the first

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

1 V4 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, Grey Knight Justicar Thawn and Chaos Daemons units of Pink horrors.

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 Each Storm Raven after the first

1 V7 vehicles with total armour of 31 or more (front + side + rear) and monstrous creatures. And **additional 1 if V11**.

Blood Angels

1 Mephiston

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

1 Each Storm Raven after the first

1 V7 vehicles with total armour of 31 or more (front + side + rear) and Monstrous Creatures. Count each Land raiders (any type) and Storm Raven as two. Do not count Drop Pods. And **additional 1 if V11**.

Chaos Daemons

1 V3 Monstrous Creatures

1 V80 Models of Troops (not counting Nurglings)

1 V25 models with the unit type Cavalry and/or Flying Cavalry in the army. And **additional 1 for every 15 models thereafter**.

1 V20 models with the unit type Beasts in the army. And **additional 1 for every 15 models thereafter**.

1 V7 vehicles and Monstrous Creatures. And **additional 1 if V11**.

Chaos Space Marines

1 The Black Mace on Daemon Prince with wings

1 V40 Plague zombies. And **additional 1 if V60 Plague zombies**.

1 Each Heldrake after the first

1 V5 Obliterator models in army

1 V7 vehicles and Monstrous Creatures. Count each Land raiders (any type) as two. And **additional 1 if V11**.

Dark Angels

1 V25 Bikes and attack bikes (add all together in to one total) taken as **troops**

1 V5 Land speeder Typhoons

1 Sacred Banner of Devastation if **V6 Bikes and/or Attack bikes** exists in the army. And **additional 1 if V10 Bikes and/or Attack bikes**. Not counting Black Knights

1 V7 vehicles with total armour of 31 or more (front + side + rear) and Monstrous Creatures. Count each Land raiders (any type) as two. Do not count Drop Pod. And **additional 1 if V11**.

*Dark Eldar**

1 Shadow Field if **Fortune** in army

1 V9 vehicles with total armour of 30 or more (front + side + rear) and **Monstrous creatures**. And **additional 1**

if V12.

Eldar

1 Eldrad or Runes of Warding

1 Warlocks on jetbikes + Fortune

1 V7 vehicles with total armour of 31 or more (front + side + rear), **units of War walkers** and **Monstrous creatures**. And **additional 1 if V11**.

Grey Knights

1 Coteaz

1 V8 Paladins in the army

1 V9 Psycannons in the army. And **additional 1 if V12**. Count each Dreadnought with Psybolt ammunition after the first as 2 Psycannons.

1 Each unit including **>6 Death cult assassins** and/or **Crusaders**

1 Each Storm Raven after the first

1 V7 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. And **additional 1 if V11**.

Imperial Guard

1 Each Vendetta after the first

1 V8 Plasmaguns in the army

1 3 Manticore

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

1 V7 vehicles with total armour of 31 or more (front + side + rear) and monstrous creatures, count each Manticore and Vendetta as two. And **additional 1 if V11**.

Necrons

1 Immotek the storm lord

1 Each Cryptek after the first with; Abyssal Staff (only if army includes Deathmarks) and/or **Voltaic staff**

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

1 Mindshackle scarabs

1 3 Annihilation barges

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

1 Each unit of Wraiths after the first

1 V7 vehicles with total armour of 31 or more (front + side + rear) **and monstrous creatures**. Count each Annihilation barge, Command barge, Night Scythe and Ghost Ark as two. And **additional 1 if V11**.

Orks

1 >8 Nob bikers + Warboss on bike

1 V100 models of Boyz and Stormboyz (add together) in the army. And **additional 1 if V130**.

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

1 > V7 vehicles with total armour of 31 or more (front + side + rear) and monstrous creatures, count each vehicle with death rolla as two. And **additional 1 if V11**.

*Sisters of Battle**

1 Saint Celestine

1 V7 vehicles with total armour of 31 or more (front + side + rear) and monstrous creatures. And **additional 1 if V11**.

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 Each Storm Raven after the first

1 V7 vehicles with total armour of 31 or more (front + side + rear) and monstrous creatures. And **additional 1 if V11**.

Space Wolves

1 Njal Stormcaller

1 V45 models of Grey Hunters and Long Fangs (add together) in the army. And **additional 1 if V55 models**.

1 V7 vehicles with total armour of 31 or more (front + side + rear) and **Monstrous creatures**. Count each Land raider (any type). And **additional 1 if V11**.

*Tau Empire**

1 V5 Broadside Battlesuits if an **Fortification** exists in the army

Tyranids

1 Swarmlord and/or **Doom of Malan'tai in a Mycetic Spore**

1 V100 models of Genestealers, Hormagaunts and Termagants (add all together in to one total), counting each Tervigon as 10 Termagants. And **additional 1 if V130**.

1 V3 Tervigons

1 V4 Monstrous Creatures (not counting Mycetic Spores). And **additional 1 if V6**.