

LBK-mallen for 40K 6th V.1.4

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, Dark Eldar flyers, Ork flyers, Dark Angels flyers and Tau flyers)

1 Each Flying Monstrous Creature after the first

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

1 V5 mastery levels in total in the army (add up all mastery levels from all the Psykers in the army), do not count; Chaos Daemons units of Pink horrors, Chaos Space Marines Thousand sons Aspiring Sorcerers, Grey Knight units with; Brotherhood of Psykers rule, Psychic Pilot rule, Justicar Thawn and Nemesis Dreadknight.

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. Count each Land raiders (any type) and Storm Raven as two. Do not count Drop Pods. 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 raider (any type) and Storm Raven as two. Do not count Drop Pods. And **additional 1 if V11**.

Chaos Daemons

1 V80 Models of Troops (not counting Nurglings).

1 V60 wounds of Beast-unit type models. And additional 1 for each 20 wounds thereafter.

1 V7 vehicles and **Monstrous Creatures.** Count each Soulgrinder of Nurgle as two. Do not count the vehicles in the second Seeker Cavalcade. And **additional 1 if V11**

Special: When adding up mastery levels with Chaos Daemons as primary detachment do not count the second and fourth mastery level from Heralds of Tzeentch.

Chaos Space Marines

1 The Black Mace on Daemon Prince with wings

1 V50 Plague zombies. And additional 1 if **V70 Plague zombies.**

1 Each Heldrake after the first

1 V5 Obliterator models in army

1 V7 vehicles and **Monstrous Creatures.** Count each Land raider (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 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.** Do not count 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 Pods. 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

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 a unit.

1 V9 Pscannons in the army. And **additional 1 if V12**. Count each Dreadnought with Psybolt ammunition after the first as 2 Pscannons. Count each 8 Stormbolters with Psybolt ammunition as one Pscannon.

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** (that can join an IG unit) 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 (if army includes a Night Scythe) **after the first with; Abyssal Staff** (only if army includes Deathmarks) and/or **Voltaic staff**

1 Each Night scythe / Doom scythe after the first

1 >1 Mindshackle scarabs on Overlord / Lord

1 Mindshackle scarabs on Destroyer Lord

1 Each Annihilation barge after the first

1 Each unit of Wraiths after the first (If a Destroyer Lord is present; 1 Each unit of Wraiths including the first)

1 >1 unit of Scarabs

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 V10**.

Orks

1 V8 Nob bikers + Warboss on bike

1 V120 models of Boyz and Stormboyz (add together) in the army. And **additional 1 if V150**.

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 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 raider (any type) and Storm Raven as two. Do not count Drop Pods. 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) as two. Do not count Drop Pods. And **additional 1 if V11**.

Tau Empire

1 Commander Farsight if there is a XV8 Crisis Bodyguard Team with >4 Battlesuits

1 V50 Pulse weapons if Ethereal is present. Do not count Pistols, Bombs or Pathfinders with Carbines.

1 V12 Markerlights and networked markerlights in army

1 Drone controller on Commander if there is a Drone squadron unit that contains >5 drones

1 V12 Battlesuits in army (count each Broadside Battlesuit with TL High-yield missile pod and Riptide as 2). And **additional 1 if V18**. Do not count stealth suits.

1 V7 vehicles with total armour of 31 or more (front + side + rear) and Monstrous creatures. And **additional 1 if V11**. Add an 0.5 extra for each vehicle with SMS.

Tyranids

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

1 V120 models of Genestealers, Hormagaunts and Termagants (add all together in to one total), counting each Tervigon as 10 Termagants. And **additional 1 if V140**.

1 V3 Tervigons

1 V5 Monstrous Creatures (do not count Mycetic Spores and the second Carnifex). And **additional 1 if V7**.

Special: When adding up mastery levels do not count the first mastery level.