

LBK-mallen for 40K 6th V.1.5 BETA

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. A weak army (only when it's the Primary detachment) does not count its first Komp penalty when adding up its total Komp (it can never go below 0).

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 (Weak army) + 1 (Allied Detachment) + 1 (Storm Raven) = 2

Komp Penalties

Fortifications (All armies)

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

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

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

Blood Angels

1 Each Storm Raven

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, count Mephiston as three vehicles. Do not count Drop Pods. And **additional 1 if V11.**

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

Chaos Daemons

1 Each Flying Monstrous Creature after the second

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**

1 V9 Psychic powers. Do not count powers generated from Heralds of Tzeentch and Pink horrors, count Fateweaver as generating 2 powers. Count each unit that generates 3 powers as generating 4.

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

Chaos Space Marines

1 Each Helderake

1 V5 Obliterator models in army

1 V7 Psychic powers. Do not count powers generated from Thousand Sons unit champions. Count each unit that generates 3 powers as generating 4.

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

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

Dark Angels

1 V30 Bikes (all models with unit type bike). And **additional 1 at V40 and at V50.** Count Sacred banner of Devastation as 8 bikes and Sacred banner of Fortitude as 6.

1 V7 vehicles with total armour of 31 or more (front + side + rear) and Monstrous Creatures. Count each Land raider (any type) and each Dark Angels Flyer after the first as two. Do not count Drop Pods. And **additional 1 if V11.**

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

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**. Count each Dark Eldar Flyer after the first as 2 vehicles.

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

Eldar to be updated with new codex

XXX

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

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

Grey Knights

1 Coteaz

1 V8 Paladins in a unit.

1 V10 Psycannons in the army. And **additional 1 if V14**. Count each Dreadnought with Psybolt ammunition after the first as 2 Psycannons. Count each 8 Stormbolters with Psybolt ammunition as one Psycannon.

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

1 Each Storm Raven

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**.

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

Imperial Guard

1 Each Valkyrie after the first

1 Each Vendetta

1 V8 Plasmaguns in the army

1 3 Manticore

1 each Commissar or Lord Commissar (including Commissar Yarrick) after the first if there is an infantry platoon in the army.

1 each 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 V8 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 V12**.

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

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 Necron Flyer

1 Each Mindshackle scarabs on Destroyer Lord or if an Command Barge exists in the army

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 V11**.

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

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 and each Ork flyer after the first as two. And **additional 1 if V11**.

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

*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.**

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

Space Marines

1 Each Storm Raven

1 V7 vehicles with total armour of 31 or more (front + side + rear) and monstrous creatures. Count each Land raider (any type), the third Thunderfire Cannon, each Storm talon after the first and each Storm Raven as two vehicles. Do not count Drop Pods. And **additional 1 if V11.**

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

Space Wolves

1 Njal Stormcaller

1 V55 models of Grey Hunters and Long Fangs (add together) in the army. And **additional 1 if V70 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.**

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

Tau Empire

1 Commander Farsight if there is a XV8 Crisis Bodyguard Team with >4 Battlesuits and **additional 1 if there is another Commander** in the army

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

1 V9 Markerlights and networked markerlights in army

1 Drone controller on Commander if there is a unit that contains V5 Gun and/or Marker drones

1 V10 Battlesuits in army (count each Broadside Battlesuit with TL High-yield missile pod and Riptide as 2). And **additional 1 if V14.** Do not count stealth suits.

1 V7 vehicles with total armour of 31 or more (front + side + rear) and Monstrous creatures, count each Tau Flyer after the first as two. And **additional 1 if V11.** Count each vehicle with SMS as 1,5 vehicles.

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

Tyranids

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

1 Each Flying Hive tyrant after the first

1 V130 models of Genestealers, Hormagaunts, Termagants and Gargoyles (add all together in to one total), counting each Tervigon as 10 Termagants. And **additional 1 if V150.**

1 V3 Tervigons

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

1 V10 Psychic powers