LBK-mallen for 40K 6th V.2.0 BETA

Usage

The LBK-mall can be used in a variety of ways, here are some examples;

Threshold.

The Tournament Organiser sets a limit for what is allowed in the tournament, for example only armies with a maximum of 5 Komp penalties is allowed to participate.

Active Komp.

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.

Komp Discount.

When building the army the player deduct a certain fixed number set by the TO from the Komp in the list when calculating the army total Komp, i.e all armies have -2 in komp, and by that allowing each player to include 2 komp-free choices before any penalties are applied that have effect on the points in the tournament.

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 (24, 20, 16 and so on) or simply put a multiplier on the Komp penalty value.

Imperial Armour (IA)

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 (and deduct if there is any Komp Discount) for your army including Komp gained from an allied detachment.

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

Allies and Komp

When calculating the Komp from an allied detachment use their main list of Komp penalties for that specific Codex, and in some cases there are some additions (presented under each Codex – Allies), and add all up together with the Komp from your Primary detachment to get your final Komp score.

BLOOD ANGELS

1 Mephiston
1 Second blood chalice (including The Red Grail)
1 Corbulo (only if 10 terminators in a unit)
1 Each Land Raider after the first
1 4th Vehicle with Front Armour 13 or more (not counting Dreadnoughts)
1 6th Vehicle with Front Armour 13 or more (not counting Dreadnoughts)
1 First StormRaven
2 Each StormRaven after the first
1 Fortification in army

BLOOD ANGELS – USED AS ALLIES

- All penalties from primary above apply plus the following:
1 Any independent character if battle brother
1 Each Land Raider

CHAOS DAEMONS

1 Kairos
1 Each Flying Monstrous Creature after the first
1 First Exalted Reward
1 Each Herald of Tzeentch/Lord of Change if army includes Screamers & Exalted Reward
1 Every 15th Flesh Hound
1 Each Soul Grinder after the first
1 Each unit of cavalry after the first
1 More than 60 models of troops
1 Fortification in army

CHAOS DAEMONS - USED AS ALLIES

- All penalties from primary above apply plus the following:
1 Each flying MC (unless it already costs 1 komp)

CHAOS SPACE MARINES

1 First Heldrake
2 Each Heldrake after the first
1 Daemon Prince with Wings and Black Maze
1 Second Daemon Prince with Wings
1 Second unit of Nurgle spawns (First if more than 3 Psychic powers in army)
1 Each unit of Obliterators after the first
1 Each Land Raider after the first
1 Fortification in army

CHAOS SPACE MARINES - USED AS ALLIES

- All penalties from primary above apply plus the following:
1 Obliterators (if mark of Nurgle)
1 Flying Monstrous Creature (unless it already costs 1 komp)
1 Each Land Raider

DARK ANGELS

2 Sacred Banner of devastation
1 Sacred Banner of Fortitude
1 More than 20 models with unit type bike in army
1 More than 30 models with unit type bike in army
1 The 5th unit with unit type "bike"
1 Darkshroud (if more than 20 bikes in army)
1 Every 6th Black Knight (including Command squad models)
1 Each Land Raider after the first
1 More than 20 terminator armoured models in army (if Belial in army)
1 Fortification in army

DARK ANGELS - USED AS ALLIES

- All penalties from primary above apply plus the following:
1 Any independent character if battle brother
1 Each Land Raider

DARK ELDAR

1 The 3d Ravager/Voidraven
1 Every 3d Venom
1 More than 14 models with unit type Jetbike
1 Fortification in army

DARK ELDAR - USED AS ALLIES

- All penalties from primary above apply plus the following:
1 Shadowfield
1 Beastpack unit containing more than 12 models

ELDAR

1 Second Farseer (including Eldrad)
1 Autarch with Mantle (if on Jetbike)
1 Each third warlock On jetbike
1 Each unit of windrider jetbikes after the second
1 The 9th warpspider, additional 1 for every 4 thereafter
1 Each wave serpent after the first
1 Each wraithknight
1 Every 10th Wraithguard/blades (if taken as troops)
1 Every 4th Scatter Laser mounted on a vehicle
1 More than 6 warwalkers/vypers in the army
1 Fortification in army

ELDAR - USED AS ALLIES

- All penalties from primary above apply plus the following:
1 Farseer/Eldrad
1 Warpspiders
1 Each unit of Windrider jetbikes
1 Wraithknight

GREY KNIGHTS

1 Draigo
1 Coteaz
1 Each Psyker with access to Divination after the first
1 Each dreadnought with Psybolt ammunition after the first
1 Each unit that contains >6 death cult assassins/crusaders (only if an Assault Vehicle in the army)
1 Each Dreadknight after the first (if jump monstrous creature)
1 Each unit of more than 4 Paladins (if Grand strategy in army)
1 Every unit containing 10 Paladins.
1 More than 25 infantry models with Stormbolters and Psybolt Ammunition (2 if more than 50)
1 Each 5th Psycannon
1 The Fifth Vehicle
1 The Eight Vehicle
1 Each Land Raider after the first
1 First Storm Raven (2 if Psybolt ammunition and Hurricane Bolters)
2 Each Storm Raven after the first
1 Fortification in army

GREY KNIGHTS - USED AS ALLIES

- All penalties from primary above apply plus the following:
1 Dreadnought (if Psybolt ammunition)
1 Each Land Raider

IMPERIAL GUARD

1 Each vendetta
1 Each Valkyrie after the first
1 Each Manticore after the first
1 First Platoon with more than 3 Infanry Squads (If Commissar, Lord Commisar or allied ATSKNF/Fearless IC battle brother in army)
2 Second Platoon with more than 3 Infanry Squads (If Commissar, Lord Commisar or allied ATSKNF/Fearless IC battle brother in army)
1 6th Vehicle (don't count sentinels)
1 Every 3d Vehicle after The 6th (don't count sentinels)
1 Fortification in army

IMPERIAL GUARD - USED AS ALLIES

- All penalties from primary above apply plus the following:
1 Each Infantry platoon with more than 3 infantry squads
1 Manticore
1 Leman Russ squadron (if it includes more than one model)

NECRONS

1 Imhotekh the storm lord

1 Zandrekh + Obyron (if another HQ in army)

1 Second Destroyer Lord

1 Each Necron Flyer

1 Mindshackle scarabs

1 Each Annihilation barge after the first

1 Each unit of Wraiths after the first (including the first if Destroyer Lord in army)

1 Each unit of Canoptek Scarabs after the first

1 Each unit of Canoptek Spyders after the first

1 4th Vehicle with Quantum shielding

1 6th Vehicle with Quantum shielding

1 Fortification in army

NECRONS - USED AS ALLIES

- All penalties from primary above apply plus the following:

1 Annihilation barge

1 Wraiths

ORKS

1 More than 20 Lootas

1 6 kannons/lobbas

1 100 or more boys

1 130 or more boys

1 each second Battlewagon (1 each after the first if Kustom Force Field is in the army)

1 each second Deffrolla

1 Ghazkul if there is battlewagon and meganobs in the army

1 each dakkajet after the first

1 Each unit with 7 or more Nob Bikers (only if there is a Warboss on bike in the army, additional 1 if Painboy in the unit

1 Second unit of Nob Bikers (only if there is two Warbosses on bikes in the army)

1 Fortification in army

ORKS - USED AS ALLIES

- All penalties from primary above apply plus the following:

1 Each unit of boyz with more than 25 models

1 Lootas

SISTERS OF BATTLE

1 Celestine

1 Third Exorcist

1 Fortification in army

SISTERS OF BATTLE - USED AS ALLIES

- All penalties from primary above apply.

SPACE MARINES

To be updated

SPACE MARINES - USED AS ALLIES

- All penalties from primary above apply plus the following:
To be updated

SPACE WOLVES

1 Logan (if more than 2 drop pods in army)
1 Each Runepriest after the first (including Njal)
1 More than 50 grey hunters / Wolf guards
1 Each unit of Long fangs after the first
1 Each Land Raider after the first
1 Each drop pod after the 4th
1 Fortification in army

SPACE WOLVES - USED AS ALLIES

- All penalties from primary above apply plus the following:
1 Any independent character if battle brother
1 Each Land Raider

TAU

1 Etheral
1 Each XV88 Broadside battlesuit after the second (count each suit armed with Heavy Railrifle as 0,5)
1 Each Riptide
1 Farsight + Commander in army.
1 More than 3 crisis bodyguards, additional 1 if more than 5
1 More than 40 Firewarriors in army.
1 60 kroot in army.
1 For unit containing more than 4 markerdrones if Commander with "Drone controller" in army.
1 More than 8 total markerlights, an additional 1 for every 3 after the first 8.
1 Third AV13 tau vehicle
1 Each unit of sniperdrones with more than 5 drones (if Etheral present).
1 Fortification in army

TAU - USED AS ALLIES

- All penalties from primary above apply plus the following:
1 Broadside unit
1 Shadowsun (if Battlebrother)
1 Commander with Multi-Spectrum Suit & Command and Control Node (if Battle brother)

TYRANIDS

1 Each Tervigon (excluding The first taken as HQ)
1 Swarmlord (if Tyrant guard in army)
1 Each Flying Tyrant after the first
1 Each Hive Guard unit after the first
1 Each Zoanthrope unit after the first
1 Doom of Malantai (if in a pod)
1 Each unit of Gargoyles after the first
1 Each unit of Biovores after the first
1 Each Mycetic Spore after the 4th.
1 Each Mawloc (if Gaunts in Mycetic spore in army)
1 Second Trygon
1 More than 100 models (that cost less than 10p each)
1 Fortification in army