

LBK-mallen for 40K 6th V.2.0

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.

Some 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 4th Vehicle with Front armour value 13 or better (not counting Dreadnoughts)
- 1 6th Vehicle with Front armour value 13 or better (not counting Dreadnoughts)
- 1 5th drop pod, additional 1 for the 7th and the 8th. Count each drop pod able to carry 3 or more special/combi-weapons as 2 drop pods (don't count close combat weapons or weapons carried by IC)
- 1 9th Vehicle in army, excluding drop pods
- 1 First StormRaven
- 2 Each StormRaven after the first
- 1 Each Land Raider 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 (unless the army already has the "and they shall know no fear" special rule)
- 1 Each Land Raider
- Every secondary detachment drop pod counts as two when summarizing for the drop pod penalty regardless of content.

CHAOS DAEMONS

- 1 Kairos Fateweaver
- 1 Each Flying Monstrous Creature after the first
- 1 First Exalted Reward
- 1 Each Herald of Tzeentch/Lord of Change if army includes Screammers & Exalted Reward
- 1 Every 15th Flesh Hound
- 1 Each Soul Grinder after the first
- 1 Each unit of Cavalry after the first (excluding Heralds)
- 1 Each Herald of Tzeentch with exalted locus after the 2nd.
- 1 61th Troop model (don't count nurglings)
- 1 Fortification in army

CHAOS DAEMONS - USED AS ALLIES

- All penalties from primary above apply plus the following:
- 1 Each Flying Monstrous Creature (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 Each unit of Chaos spawns after the first (including the first if access to more than 3 telepathy psychic powers in army)
- 1 9th Vehicle in army
- 1 101th Plague zombie
- 1 5th Obliterator
- 1 8th Obliterator
- 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 21st model with unit type bike in army
- 1 31st model with unit type bike in army
- 1 7th separate unit of Bikes/Attack bike taken as troops (1 bike unit + 1 attack bike = 2 units)
- 1 5th Land speeder
- 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 9th Vehicle in army, excluding drop pods
- 1 5th drop pod, additional 1 for the 7th and the 8th. Count each pod able to carry 3 or more special/combi-weapons as 2 drop pods (don't count close combat weapons or weapons carried by IC)
- 1 21st terminator armoured model in army (only 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 (unless the army already has the "and they shall know no fear" special rule)
- 1 Each Land Raider
- Every secondary detachment drop pod counts as two when summarizing for the drop pod penalty regardless of content.

DARK ELДАР

- 1 3rd Ravager/Voidraven/Razorwing
- 1 Every 3rd Venom
- 1 15th model with unit type Jetbike
- 1 9th Vehicle in army, excluding drop pods
- 1 Fortification in army

DARK ELДАР - USED AS ALLIES

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

ELДАР

- 1 Each Farseer (count Eldrad as a Farseer) after the first (including the first if mounted on Jetbike)
- 1 Autarch with Mantle of the Laughing God and Jetbike
- 1 4th Vehicle with Front armour value 12
- 1 6th Vehicle and every 2nd thereafter with Front armour value 10, count vehicles with scatterlaser(s) twice.
- 1 Each 3rd Warlock On jetbike
- 1 Each unit of Windrider jetbikes after the second
- 1 The 7th Warpspider, additional 1 for every 5th thereafter
- 1 Each Wave serpent after the first

- 1 Each 20 Wraithguard/blade models (Count each Wraithguard as 2 models) taken as troops
- 1 Each Wraithknight
- 1 9th Vehicle in army, excluding drop pods
- 1 Fortification in army

ELDAR - USED AS ALLIES

- All penalties from primary above apply plus the following:
- 1 Farseer/Eldrad (with or without jetbike - only 1 in Komp)
- 1 Warpspiders
- 1 Each unit of Windrider jetbikes

GREY KNIGHTS

- 1 Draigo
- 1 Coteaz
- 1 Each dreadnought with Psybolt ammunition after the first (if armed with two twin-linked autocannons)
- 1 Each unit that contains 7 or more 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 with 5 or more Paladins (if Grand strategy in army)
- 1 Every unit containing 10 Paladins.
- 1 26th infantry model with stormbolter and Psybolt Ammunition
- 1 51st infantry model with stormbolter and Psybolt Ammunition
- 1 Each 5th Psycannon
- 1 8th Vehicle in army, excluding drop pods
- 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 with Psybolt ammunition (if armed with two twin-linked autocannons)
- 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 4 or more Infantry Squads (If Commissar, Lord Commisar or allied ATSKNF/Fearless IC battle brother in army)
- 2 Second Platoon with 4 or more Infantry Squads (If Commissar, Lord Commisar or allied ATSKNF/Fearless IC battle brother in army)
- 1 9th Vehicle in army, excluding drop pods
- 1 3rd Vehicle with Front armour 14
- 1 4th weapon with rule Barrage (only count weapons mounted on vehicles) in army
- 1 Fortification in army

IMPERIAL GUARD - USED AS ALLIES

- All penalties from primary above apply plus the following:
- 1 Each Infantry platoon with 4 or more infantry squads
- 1 Manticore
- 1 Leman Russ squadron (only 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 Each Mind Shackle Scarabs after the first (including the first if any taken on a destroyer lord)
- 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 Spyderys after the first
- 1 4th Vehicle with Quantum shielding
- 1 6th Vehicle with Quantum shielding
- 1 9th Vehicle in army, excluding drop pods
- 1 Fortification in army

NECRONS - USED AS ALLIES

- All penalties from primary above apply plus the following:
- 1 Annihilation barge
- 1 unit of Wraiths

ORKS

- 1 6th kannons/lobbas
- 1 90th Boyz model (including Boyz Nob)
- 1 120th Boyz model (including Boyz Nob)
- 1 15th Loota model
- 1 24th Loota model
- 1 Kustom Force Field
- 1 Every second Battlewagon
- 1 Every second Deffrolla
- 1 Ghazghkull **with*** Battlewagon and Meganobs in the army
- 1 Every 5th model in mega armor **with*** a transport in the army
- 1 Each Dakkajet after the second
- 1 9th Vehicle in army, excluding drop pods
- 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 bike 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 unit of Lootas

****With** - An option is only penalized if it during deployment is possible to combine the elements in such way that they meet the penalization requirements. For example: If a unit is penalized for being able to ride in a transport vehicle, taking two of these units and a single transport does not generate penalties for the second unit since it is not able to ride in the transport vehicle at the time of deployment. Likewise, if both units are too big to ride in said transport vehicle neither of them are penalized.*

SISTERS OF BATTLE

- 1 Celestine
- 1 3rd Exorcist
- 1 9th Vehicle in army, excluding drop pods
- 1 Fortification in army

SISTERS OF BATTLE - USED AS ALLIES

- All penalties from primary above apply plus the following:
- 1 Uriah Jacobus (only if Battle Brother)

SPACE MARINES

- 1 Tigurius
- 1 First Stormraven
- 2 Second Stormraven
- 1 Each Stormtalon after the first (including first if another Flyer in the army)
- 1 Each Thunderfire Cannon after the first
- 1 21st model with unit type bike and additional 1 for each 10 models thereafter in the army. Count each model equipped with grav-gun as 2 bikes and each model with 2+ armour save as 3.
- 1 White scars chapter tactics in a detachment with more than 15 models with unit type bike
- 1 The Shield Eternal if carried by model on bike
- 1 5th Land speeder
- 1 Each Land Raider after the first
- 1 5th drop pod, additional 1 for the 7th and the 8th. Count each pod able to carry 3 or more special/combi-weapons as 2 (don't count close combat weapons or weapons carried by an IC)
- 1 9th Vehicle in army, excluding drop pods
- 1 Fortification in army

SPACE MARINES - USED AS ALLIES

- All penalties from primary above apply plus the following:
- 1 First Thunderfire Cannon
- 1 Any independent character if battle brother (unless the army already has the "and they shall know no fear" special rule)
- 1 Each Land Raider
- Every secondary detachment drop pod counts as two when summarizing for the drop pod penalty regardless of content.

SPACE WOLVES

- 1 Each rune priest after the first (including Njal)
- 1 Each Character on Thunderwolf mount
- 1 Second Lonewolf in Terminator armour
- 1 51st Grey Hunter / Wolf Guard model
- 1 Each 5 Long Fang models equipped with Missile launcher
- 1 9th Vehicle in army, excluding drop pods
- 1 Each Land Raider after the first
- 1 5th drop pod, additional 1 for the 7th and the 8th. Count each drop pod able to carry 3 or more special/combi-weapons (don't count close combat weapons or weapons carried by an IC)) and/or a Wolfguard squad as 2 drop pods.
- 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 (unless the army already has the "and they shall know no fear" special rule)
- 1 Each Land Raider
- Every secondary detachment drop pod counts as two when summarizing for the drop pod penalty

regardless of content.

TAU

- 1 Etheral (including Aun'Va and Aun'Shi)
- 1 Commander Shadowsun
- 1 each Broadside model after the second (after two suits, with any equipment, only count every 2nd suit with Heavy Rail Rifle)
- 1 Each Riptide
- 1 4th crisis bodyguards, additional 1 for 6th (additional 1 if Commander/Shadowsun in the army)
- 1 41st Firewarrior
- 1 61st Kroot
- 1 5th markerdrone in a unit (only if Commander with "Drone controller" in army)
- 1 9th markerlight, additional 1 for every 3d thereafter
- 1 3rd Vehicle with Front armour 13
- 1 9th Vehicle in army, excluding drop pods
- 1 Each unit of sniperdrones with 6 or more 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 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 101st model that cost less than 10p
- 1 Fortification in army