

# LBK-mallen for 40K 6th V.2.2

## 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, Stronghold Assault & Escalation

Units from these books are not included in this document. If a tournament organiser want to allow them, 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.

### 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 – Used as Allies), and add all up together with the Komp from your Primary detachment to get your final Komp score.

All supplements counts as their parent codex with regards to comp penalties and restrictions. In addition if you choose to ally the same codex itself, a supplement to its parent codex, or vice versa, then the comp penalties and restrictions are applied to the army as a whole, not each individual detachment.

## Content

This document includes all the Army Codices released and the following supplements:

- Clan Raukaan - A Codex: Space Marines Supplement
- Black Legion - A Codex: Chaos Space Marines Supplement
- Farsight Enclaves – A Codex: Tau Empire Supplement
- Iyanden – A Codex: Eldar Supplement
- Sentinels of Terra - A Codex: Space Marines Supplement
- Be´lakor – Dataslate
- Cypher – Dataslate

## **ALL ARMIES - Fortifications**

- 1 Aegis Defence line
- 1 Skyshield landing pad

## **ADEPTA SORORITAS**

- 1 Each Exorcist after the second
- 1 3<sup>rd</sup> Unit of Dominions
- 1 9<sup>th</sup> Vehicle in army, excluding drop pods and Pentinent Engines

### **ADEPTA SORORITAS - USED AS ALLIES**

- All penalties from primary above apply plus the following:
- 1 Each Ministorum Priest (only if Battle Brother)

## **BLOOD ANGELS**

- 1 Corbulo (only if 10 Terminators in a unit)
- 1 6<sup>th</sup> Vehicle with Front armour value 13 or better (not counting Dreadnoughts)
- 2 Each StormRaven after the first
- 1 Each Land Raider after the first in army
- 1 9<sup>th</sup> Vehicle in army, excluding drop pods
- 1 5<sup>th</sup> drop pod, additional 1 for the 7<sup>th</sup> and the 9<sup>th</sup>. 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)

### **BLOOD ANGELS – USED AS ALLIES**

- All penalties from primary above apply plus the following:
- 1 First Storm Raven
- Every secondary detachment drop pod counts as two when summarizing for the drop pod penalty regardless of content.

## **CHAOS DAEMONS**

- 1 Be'lakor, if no other FMC in the list.
- 1 Every 4<sup>th</sup> mastery level on Flying Monstrous Creature
- 1 Each Flying Monstrous Creature after the 1<sup>st</sup>
- 1 Each unit of Screamer after the first
- 1 2<sup>nd</sup> Exalted Reward (First if army includes a Flying Monstrous Creature)
- 1 Each Herald of Tzeentch/Lord of Change if army includes Screamer & Exalted Reward
- 1 Each unit of Flesh Hounds after the first
- 1 Each Soul Grinder after the second
- 1 Each unit of Seekers after the first.
- 1 Each Herald of Tzeentch with exalted locus after the 2<sup>nd</sup>

### **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)
- 1 Each Herald of Tzeentch with mastery level 3 or Lord of Change allied to an army which is considered battle brother and do have not access to Divination

## **CHAOS SPACE MARINES**

- 1 Be'lakor
- 1 First Heldrake
- 2 Each Heldrake after the first
- 1 Daemon Prince with Wings and Black Mace
- 1 Each Flying Monstrous Creature after the first
- 1 Each unit of Chaos spawns after the first (including the first if access to more than 3 telepathy psychic powers in army)
- 1 9<sup>th</sup> Vehicle in army
- 1 101<sup>th</sup> Plague zombie
- 1 4<sup>th</sup> Obliterator model and every 2<sup>nd</sup> thereafter (6<sup>th</sup>, 8<sup>th</sup>, 10<sup>th</sup> etc)
- 1 Each Land Raider after the first

### **- Black Legion**

- 1 Last memory of the Yuranthos on a Flying Monstrous Creature

## **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 First Land Raider

## **DARK ANGELS**

- 1 Sacred Banner of Devastation
  - 1 21<sup>st</sup> scoring model with unit type bike and additional 1 for every 10 thereafter (31<sup>st</sup>, 41<sup>st</sup> etc.)\*
  - 1 Every 6<sup>th</sup> model with Plasma talon/Ravenwing grenade launcher
  - 1 9<sup>th</sup> separate unit of Bikes/Attack bike taken as troops (1 bike unit + 1 attack bike = 2 units)
  - 1 Darkshroud (only if more than 10 models with unit type bike and Skilled rider in army)
  - 1 Each Land Raider after the first in army
  - 1 9<sup>th</sup> Vehicle in army, excluding drop pods
  - 1 5<sup>th</sup> drop pod, additional 1 for the 7<sup>th</sup> and the 9<sup>th</sup>. 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)
- \*Including all bikes in the army, only count once for both primary and allied detachment

## **DARK ANGELS - USED AS ALLIES**

- All penalties from primary above apply plus the following:
- 1 First unit including a Ravenwing grenade launcher
- Every secondary detachment drop pod counts as two when summarizing for the drop pod penalty regardless of content.

## **DARK ELДАР**

- 1 9<sup>th</sup> Vehicle in army, additional 1 for the 13<sup>th</sup>
- 1 5<sup>th</sup> Venom
- 1 6<sup>th</sup> Nightshield
- 1 3<sup>rd</sup> Ravager

## **DARK ELДАР - USED AS ALLIES**

- All penalties from primary above apply plus the following:
- 1 3<sup>rd</sup> Venom
- 1 Beastpack unit containing more than 12 models

## **ELDAR**

- 1 Each Farseer (count Eldrad as a Farseer)
- 1 4<sup>th</sup> Vehicle with Front armour value 12
- 1 5<sup>th</sup> Vehicle and every 3<sup>rd</sup> thereafter with Front armour value 10
- 1 Each 3<sup>rd</sup> Warlock On jetbike
- 1 Each unit of Windrider jetbikes after the second
- 1 The 7<sup>th</sup> Warpspider, additional 1 for every 5<sup>th</sup> thereafter
- 1 Each Wave serpent after the first
- 1 Each Wraithknight (additional 1 on the second)
- 1 Second unit with Shadow Weavers
- 1 9<sup>th</sup> Vehicle in army, excluding drop pods

### **- Iyanden**

- 1 More than 15 Wraithguards taken as troops

## **ELDAR - USED AS ALLIES**

- All penalties from primary above apply plus the following:

- 1 Warpspiders
- 1 Each unit of Windrider jetbikes
- 1 Allied Detachment to Tau

## **GREY KNIGHTS**

- 1 Coteaz
- 1 Draigo (only if there is a unit of 10 Paladins in the army)
- 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, additional 1 if 10 models (only if Grand strategy in army)
- 1 Each 7<sup>th</sup> Psycannon
- 1 8<sup>th</sup> Vehicle in army, excluding drop pods
- 1 Each Land Raider after the first in army
- 1 First Storm Raven (2 if Psybolt ammunition and Hurricane Bolters)
- 2 Each Storm Raven after the first

## **GREY KNIGHTS - USED AS ALLIES**

- All penalties from primary above apply plus the following:

- 1 First Dreadnought with Psybolt ammunition (if armed with two twin-linked autocannons)
- 1 First Land Raider

## **IMPERIAL GUARD**

- 1 Each Vendetta after the first (from the first if another Flyer in the army)
- 1 Each Valkyrie after the first
- 1 Each Manticore after the first
- 1 First Platoon with 4 or more Infantry Squads, if the unit can have access to Stubborn.
- 1 Battle brother Independent Character/s with ATSKNF or Fearless special rule (only if there is an Infantry platoon with 4 or more infantry squads)
- 1 10<sup>th</sup> Vehicle in army, excluding drop pods and Sentinels
- 1 4<sup>th</sup> weapon with rule Barrage (only count weapons mounted on vehicles) 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 First Vendetta
- 1 First Valkyrie
- 1 First Manticore
- 1 Leman Russ squadron (only if it includes more than one model)

### **INQUISITION**

- 1 Coteaz
- 1 Each Land Raider after the first in army
- 1 Each Valkyrie after the first
- 1 4<sup>th</sup> Chimera with Psybolt ammunition
- 1 Each unit that contains 10 or more Death Cult Assassins/Crusaders/Ministorum Priests (if an Assault Vehicle in the army)
- 1 9<sup>th</sup> Vehicle in army, excluding drop pods

### **INQUISITION - USED AS ALLIES**

- All penalties from primary above apply plus the following:

- 1 Each Inquisitor with either; Psyker upgrade (only if Primary/Secondary Detachment Codex doesn't have access to Divination powers (note: Only Ultra marines in Space marines)) and/or Rad/Psychotroke grenades. (Only if Battle brother with any detachment)
- 1 More than 1 servo skull

### **NECRONS**

- 1 Imhotekh the Storm lord
- 1 Zandrekh + Obyron (if another HQ in army)
- 1 Second Destroyer Lord
- 1 Each Night Scythe
- 1 Each Doom Scythe after the first
- 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 Spyders after the first
- 1 4<sup>th</sup> Vehicle with Quantum shielding
- 1 6<sup>th</sup> Vehicle with Quantum shielding
- 1 9<sup>th</sup> Vehicle in army, excluding drop pods

### **NECRONS - USED AS ALLIES**

- All penalties from primary above apply plus the following:

- 1 First Doom Scythe
- 1 First Annihilation barge
- 1 First unit of Wraiths

## ORKS

- 1 91<sup>st</sup> Boyz model (including Boyz Nob)
- 1 120<sup>th</sup> Boyz model (including Boyz Nob)
- 1 20<sup>th</sup> Loota model
- 1 3<sup>rd</sup> Battlewagon and additional 1 for every 2 thereafter (5<sup>th</sup> , 7<sup>th</sup> etc.)
- 1 Every 8<sup>th</sup> model in mega armor (count Ghazghkul as 3 models) **with\*** a transport in the army
- 1 Each Dakkajet after the second
- 1 9<sup>th</sup> Vehicle in army, do not count Killa-kans
- 1 First unit with 7 or more Nob Bikers (only if there is a Warboss on bike in the army)
- 1 Second unit with 7 or more Nob Bikers (only if there is two Warbosses on bike in the 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.*

## SPACE MARINES

- 1 Tigurius
  - 1 First Stormraven
  - 2 Each Storm Raven after the first
  - 1 Each Stormtalon after the first (including the first if more than one Flyer in the army)
  - 1 Each Thunderfire Cannon after the first
  - 1 21<sup>st</sup> scoring model with unit type bike and additional 1 for every 10 thereafter (31<sup>st</sup>, 41<sup>st</sup> etc.)\*
  - 1 Each 5<sup>th</sup> model with unit type bike with Gravgun\*
  - 1 3<sup>rd</sup> unit of bikes in a White scars detachment (2<sup>nd</sup> if Khan is the warlord)
  - 1 4<sup>th</sup> Dedicated transport vehicle in the army that is able to scout
  - 1 Each Chapter master / Captain with unit type bike and 2+ save and 3+ invulnerable save\*
  - 1 Each Land Raider after the first
  - 1 5<sup>th</sup> drop pod, additional 1 for the 7<sup>th</sup> and the 9<sup>th</sup>. 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 9<sup>th</sup> Vehicle in army, excluding drop pods
  - 1 Bastion (only if Independent Character with Scout special rule in army)
- \*Including all bikes in the army, only count once for both primary and allied detachment

### - Clan Rauukan

Gorgons belt is counted as a 3+ invulnerable save (see Space Marines above)

### SPACE MARINES - USED AS ALLIES

- All penalties from primary above apply plus the following:

- 1 Allied detachment to Tau
  - 1 First unit of Bikes (only if scoring)
  - 1 First Thunderfire Cannon
  - 1 First Land Raider
- Each 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, Njal is counted as a rune priest.
- 1 Each Character on Thunderwolf mount after the first
- 1 3<sup>rd</sup> Lonewolf in Terminator armour
- 1 3<sup>rd</sup> unit of Long fangs
- 1 9<sup>th</sup> Vehicle in army, excluding drop pods
- 1 Each Land Raider after the first in army
- 1 5<sup>th</sup> drop pod, additional 1 for the 7<sup>th</sup> and the 9<sup>th</sup>. Count each drop pod able to carry a Wolfguard squad as 2 drop pods. Count each Rune priest chosen with Jaws OTWW and is able to deploy in a drop pod as 2 pods.

### SPACE WOLVES - USED AS ALLIES

- All penalties from primary above apply plus the following:  
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 If one or more in the army: Puretide engram or Multi-Spectrum Suit
- 1 5<sup>th</sup> Broadside suit, additional 1 for every 3<sup>rd</sup> thereafter (count each with High Yield Missile Pod as 2 suits and every 3<sup>rd</sup> missiledrone as 1 suit)
- 1 Each Riptide (additional 1 on the second)
- 1 4<sup>th</sup> Crisis Bodyguards, additional 1 for the 6<sup>th</sup>
- 1 41<sup>st</sup> Firewarrior
- 1 61<sup>st</sup> Kroot
- 1 5<sup>th</sup> Markerdrone in a unit (only if Commander with "Drone controller" in army)
- 1 9<sup>th</sup> Markerlight, additional 1 for every 6<sup>th</sup> thereafter
- 1 3<sup>rd</sup> Vehicle with Front armour 13
- 1 9<sup>th</sup> Vehicle in army, excluding drop pods
- 1 Each unit of Sniperdrones with 6 or more drones (if Etheral present).

### - Farsight Enclave

- Count all Characters as the suits they are using (e.g. Oh'Vesa = Riptide)
- 1 Each unit scoring Crisis suits after the second.

### TAU - USED AS ALLIES

- All penalties from primary above apply plus the following:  
1 Broadside unit  
1 Alliance between Tau and Farsight Enclave  
1 Allied Detachment to Eldar

## TYRANIDS

- 1 First unit of Venomthropes
- 1 Each Flying Hive Tyrant after the first
- 1 Each Hive Crone after the second (after the first if a Flying Hive Tyrant in army)
- 1 100<sup>th</sup> model of Termagants/Hormagaunts/Gargoyles, count each Tervigon/Venomthrope model as 10.
- 1 2<sup>nd</sup> Mawloc
- 1 4<sup>th</sup> Biovore
- 1 6<sup>th</sup> Monstrous Creature / Flying Monstrous Creature in army. And additional 1 for every 2 thereafter.